# ROLL & PLAY

## THE GAME MASTER'S SCI-FI TOOLKIT

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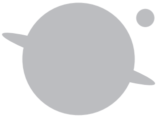

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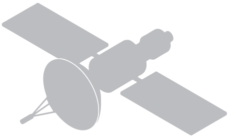

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# INTRODUCTION

Greetings game master,

As you know, sci-fi role-playing games are awesome. There's nothing quite like the adrenaline rush of a high-speed spaceship chase, or the satisfaction players get when they hack into the mainframe.

But, let's face it, improvising scientific jargon or the social structure of a highly advanced nation of cyborgs can be tricky at best, and impossible at worst. Until now. ***The Game Master's Sci-Fi Toolkit*** is packed with random tables, loot producers and setting inspiration to help with navigating your galaxy on the fly.

Use it during a game when you get caught off-guard, or before a game to add richer detail to the worlds and solar systems you create – it's up to you! This toolkit is a game changer, and I know you're going to love using it as much as I am.

All the best for the adventures ahead,

Sam

# HOW TO USE THIS BOOK

The concept is simple, either before or during a game follow these instructions:

***1.*** Go to the table you need

***2.*** Roll the indicated dice (or choose a result)

***3.*** Look up the outcome and apply it to your game

And that's it! You will have just produced detailed content that will satisfy your players with minimal preparation. Of course you can use the tables as a spark to ignite your own creativity, adding to or adapting anything in the book with your own ideas!

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# NAME DIRECTORY

You are now in control of your own universe! So, what's it all called? Use this selection of random tables to name the individuals, vessels and locations in your world. Roll the dice if you need a name in a hurry, or use the entries as inspiration to develop your own in-world naming conventions.

## CIVILIAN NAMES

1. Digger
2. Franki
3. Rhewllyn
4. Joloth
5. Spoffie
6. Babix
7. Wens
8. Nadley
9. Jedd
10. Dara
11. Imeld
12. Borgut
13. Keyde
14. Magro
15. Davis
16. Chetz
17. Val
18. Lerry
19. Smaylor
20. Tahti

1d20

## ELITE NAMES

1. Ixposhii
2. Docciafesh
3. Ptelleria
4. Sorlasix
5. Midrinya
6. Jhaewyn
7. Econbé
8. Zoltan
9. Demiliah
10. Cassiandu
11. Pudrick
12. Scillabel
13. Tarakreve
14. Khashiko
15. Aedeon
16. Warnjaxa
17. Lysitheo
18. Yornistus
19. Ceddery
20. Gemilin

1d20

## OUTLAW NAMES

1. Shroud
2. Lancer
3. Tango
4. Cynder
5. Murker
6. Barkwood
7. Scalden
8. Undrefell
9. Doome
10. Payn
11. Dysten
12. Keptur
13. Grey
14. Teroira
15. Slash
16. Knukkel
17. Harbin
18. Vengen
19. Locke
20. Shadow

1d20

## ROBOTIC NAMES

1. MO-R7Y
2. Switch
3. Pyxl
4. E.V.E.
5. H3-RO
6. Techna
7. S@GE
8. iCog
9. SP-4RK
10. T/N4
11. Deyta
12. T1MMZ
13. Sync
14. MVRK-3
15. OT$^2$O
16. Beeper
17. RO-80
18. Chip
19. Beta
20. J-355

1d20

## SHIPS AND VESSELS

**1.** Blue Nebula
**2.** Starbringer
**3.** Lost Breeze
**4.** Blade Racer
**5.** Crow's Wing
**6.** First Place
**7.** Cad's Boon
**8.** Onyx Sea
**9.** White Flame
**10.** Striker-X
**11.** Elen Rose
**12.** Roger Jolly
**13.** Silver Jay
**14.** Ryan's Ride
**15.** Mist Run
**16.** First Claw
**17.** Good Glory
**18.** SKYHPPR
**19.** Raylight
**20.** Opal Gem

1d20

## SECTORS AND SYSTEMS

**1.** Velmira
**2.** Ess G-8
**3.** Chargo
**4.** Staryard 5
**5.** Kahlahan
**6.** Elemenez
**7.** Haven's End
**8.** Octimal
**9.** Ratagon
**10.** Pamafra
**11.** Andranda
**12.** The Eye
**13.** Gelaton
**14.** Nethdome
**15.** Farwai
**16.** Beyond
**17.** D'Artina
**18.** Driftwave
**19.** Audelà
**20.** Yeyonder

1d20

## PLANETS AND CITIES

**1.** Vico IV
**2.** San Avonnia
**3.** Laara-En
**4.** Glymuss
**5.** Hia Prime
**6.** Mysiphur
**7.** Xul Seven
**8.** Ryspaw
**9.** Kendixo
**10.** Pleth
**11.** Spositeno
**12.** Batri Major
**13.** Terronda
**14.** Wontraul
**15.** Roysia
**16.** New Mars
**17.** Akhu
**18.** Sveteol
**19.** Berlice
**20.** Jadeland

1d20

## SPECIES AND SOCIETIES

**1.** Elder Ones
**2.** Madrigallan
**3.** Kodmesh
**4.** Uvaath
**5.** Firmfeet
**6.** Frellian
**7.** Soulmined
**8.** Odreian
**9.** Cheerfolk
**10.** Moreeni
**11.** Dreth't
**12.** Gatadonz
**13.** Tayswi
**14.** Krysgully
**15.** Atkman
**16.** Cufeldson
**17.** Zandell
**18.** Wielders
**19.** Hebsipan
**20.** Jerwold

1d20

# SHIPS AND PERSONNEL

Your crew form the heart of your story and provide the driving force behind any mission. Use the tables in this chapter to inspire the adventures ahead. Create a home base for your crew, develop supporting NPCs and set an exciting plot in motion. There are also dozens of ideas for futuristic jobs and employers.

# CHARACTER DETAILS

## BEHAVIOUR AND TRAITS

**1.** Laughs a lot; their giggle is surprisingly high-pitched and often ends in a snort.

**2.** Absent-mindedly flexes and cracks their joints while they are talking.

**3.** Puts a positive spin on things whenever possible and often offers sincere compliments.

**4.** Loves to discuss new gossip in a low, hushed tone.

**5.** Always needs to be right; disagrees with others and haggles over small details.

**6.** Has a gentle speaking voice generally, but projects loudly when giving orders.

**7.** Talks quickly and nervously, while shifting their weight from foot to foot.

**8.** Laid-back, but perceptive of the feelings and needs of others around them.

**9.** Stares unblinkingly at the subject of their interest, which can be very unsettling.

**10.** Loves telling stories about their past; each one is less plausible than the last.

**11.** Uses words sparingly; is more likely to respond with a sigh, shrug or other gesture.

**12.** Outwardly confident and chatty, but can be hesitant about trying new things.

**13.** Seems very suspicious and reluctant to disclose even basic information.

**14.** Struggles to remember names but has an excellent memory for faces.

**15.** Friendly and welcoming; happy to share everything they have.

**16.** Easily offended, or tries to manipulate situations by pretending to be.

**17.** Speaks slowly and quietly, giving off an air of great authority and importance.

**18.** Always optimistic and open to new thoughts and ideas.

**19.** Easily distracted by their comms device; rarely gives others their full attention.

**20.** Grumpy and impatient; has a pessimistic view of people and the galaxy.

1d20

## APPEARANCE FEATURES

1. Has a narrow face with prominent cheekbones, which can make them look gaunt.
2. Slumps to appear smaller than they are and uses clothing to hide their face.
3. Their clothing is well-kept and customised to make a stylish statement.
4. Has three diagonal stripes shaved into the side of their cropped hair.
5. Moves one of their limbs gingerly, due to an injury.
6. Wears a number of pins and badges relating to political and social causes.
7. A number of small cartoon characters are tattooed on their arms and neck.
8. Bulky armour exaggerates their already broad frame.
9. Thin, sparse hair is combed across a wrinkled forehead.
10. Uses a hoverchair, which levitates slightly above the ground, to aid mobility.
11. Their impressively muscular physique carries their large, heavy bag with ease.
12. The skin around their fingers is red and raw from being chewed on.
13. Nose is constantly running; they sniff loudly and often.
14. Stark white streaks of hair grow from their temples.
15. Long, fluttering eyelashes frame eyes with unusually large pupils.
16. Visibly tenses their shoulders, clenches their jaw and grinds their teeth.
17. Decked out in gaudy, gold costume jewellery with a few missing gemstones.
18. Their skin and clothing is stained from head to toe by a fine, purple dust.
19. Deep shadows sit beneath their eyes, and their skin seems pale.
20. Their crooked teeth are tinged with yellow stains.

1d20

## PUTTING A FACE TO THE NAME

Get ready to flex your acting muscles! Adding a behavioural or physical trait to a character can really bring them to life. It can also help players distinguish between NPCs who appear in groups, such as members of a rival crew, security guards or innocent civilians.

# CHARACTER MOTIVES

## HEROIC AIMS

**1.** They have vowed to help put an end to the rule of a tyrannical leader.

**2.** Following the destruction of their planet, they are in search of a new place to call home.

**3.** They hope to emulate an older sibling who has set many exploration records.

**4.** They are in search of evidence to expose corruption at the heart of government.

**5.** Accused of a crime they didn't commit, they want to clear their name and reputation.

**6.** They are looking for volunteers to help test their new in-flight safety equipment.

**7.** In order to restore an old ship, they want to earn as many credits as possible.

**8.** They would like to try out a career in a different field.

**9.** They aim to spread the word about a social cause they are passionate about.

**10.** They are hunting for power cells for their world-changing food replication machine.

**11.** They dream of having a dramatic life story that eventually inspires a biopic.

**12.** They feel compelled to teach others the skills they have spent time perfecting.

**13.** After becoming separated during a conflict, they want to be reunited with a loved one.

**14.** They are driven to impress a family member who once doubted their abilities.

**15.** Getting promoted to a senior rank in their organisation is their greatest ambition.

**16.** They want to live a life of excitement where no day is like the one before.

**17.** They are trying to loosen the grip of a greedy corporation on their home planet.

**18.** They are eager to create new content for their vlog.

**19.** Aiming to be their own boss one day, they like to study and learn from other leaders.

**20.** They are ticking off entries listed in a book of must-see destinations and activities.

1d20

## VILLAINOUS AGENDAS

1. They are trying to exploit the natural resources of a planet, without attracting attention.
2. They need to remove someone who opposes their power.
3. Driven by bitterness, they are fixated on destroying their home planet.
4. All their deeds are designed to get people to fear their name.
5. They are focused on evading capture for their many crimes.
6. Their aim is to control all trade routes in the sector, in order to charge high taxes.
7. They are plotting the best way to turn their many enemies against each other.
8. They are desperate for revenge on a group that they believe betrayed its purpose.
9. Their insatiable greed prompts them to accumulate as much wealth as possible.
10. They use underhand means to incite widespread violence amongst the population.
11. They wish to grow their cult of followers, who will carry out their evil commands.
12. They are working on building the most destructive weapon ever conceived.
13. They see sophisticated security systems as fun puzzles to be cracked.
14. They envision leading an army of merciless robotic ‘peacekeepers’ in the future.
15. They want to overthrow the current lawful government.
16. Their irrational antics are inspired by a love of chaos.
17. They are looking for ways to blackmail prominent officials and government diplomats.
18. In order to increase their power, they hope to infiltrate and control military forces.
19. They wish to prove their intellect has no equal.
20. They don’t want much. Just total and utter control of the entire known universe.

1d20

## WHAT’S MY MOTIVATION?

Make a recurring NPC, or a long-standing enemy, feel as real as your playable characters by giving them a compelling motivation. Use these ideas for classic heroes and villains, or mix things up to create an anti-hero or an enemy with a sympathetic cause!

# CHARACTER JOBS

Credits make the universe go round, and there are lots of ways to earn them. Use these tables to create NPC jobs in a range of futuristic fields. They also offer handy backstory inspiration for players – what was their character's first job and what is their dream role?

## SMALL TOWN WORK

**1.** Municipal gardener
**2.** Food truck vendor
**3.** Textile machine operator
**4.** Street busker
**5.** Scooter hire recovery
**6.** Local news copywriter
**7.** Beauty salon owner
**8.** Cashier-bot supervisor
**9.** Lettings agent receptionist
**10.** Mechanic's apprentice
**11.** Factory security guard
**12.** Fuel station attendant
**13.** Tailor and dry-cleaner
**14.** Morgue incinerator aide
**15.** Hydroponic farmhand
**16.** Sewer maintenance
**17.** Delivery drone operator
**18.** Sandwich board promoter
**19.** Household plumber
**20.** School data-librarian

1d20

## BIG CITY EMPLOYMENT

**1.** Driverless car safety inspector
**2.** Financial fraud analyst
**3.** Dystopian literature professor
**4.** Molecular mixologist
**5.** VR game developer
**6.** Stocks and shares trader
**7.** Viral social media star
**8.** Propaganda poster designer
**9.** Bespoke space-travel agent
**10.** Spaceport owner
**11.** Post-neo-futurist artist
**12.** Celebrity hairstylist
**13.** Nanotech neurosurgeon
**14.** Head of a religious collective
**15.** Luxury hotel concierge
**16.** Colony architect
**17.** High-end casino croupier
**18.** Air traffic controller
**19.** Private investigator
**20.** Political speechwriter

1d20

## CORPORATE ROLES

**1.** Internal affairs officer
**2.** Social media manager
**3.** Resource director
**4.** CEO's personal assistant
**5.** Recreation officer
**6.** Senior VP of sales
**7.** Marketing associate
**8.** Financial controller
**9.** Head of IT support
**10.** Pensions administrator
**11.** In-house legal counsel
**12.** PR executive
**13.** Consumer trend analyst
**14.** Training instructor
**15.** Administrative assistant
**16.** Chief operating officer
**17.** Auxiliary service director
**18.** Stock manager
**19.** Client services coordinator
**20.** Software engineer

1d20

## SPACE CREW

**1.** Propulsion engineer
**2.** Chief pilot
**3.** Communications lead
**4.** Supply chain logistician
**5.** Onboard meteorologist
**6.** Life support technician
**7.** First navigator
**8.** Gunnery officer

1d8

## DANGEROUS JOBS

**1.** Solar storm chaser
**2.** Mine clearance diver
**3.** Elite bodyguard
**4.** Xenoveterinarian
**5.** Intergalactic explorer
**6.** Black hole photographer
**7.** Undercover law enforcer
**8.** War correspondent

1d8

## SCIENTIFIC CAREERS

**1.** Epidemiologist
**2.** Police forensics liaison
**3.** Xenoanthropologist
**4.** Clinical trial manager
**5.** Microbiologist
**6.** Plasma-weapon designer
**7.** Pyrotechnic engineer
**8.** AI psychologist
**9.** Climate researcher
**10.** Immunology scientist
**11.** Genome technician
**12.** Pharmaceutical manager
**13.** Prosthetist
**14.** Hyperspace analyst
**15.** Field technician
**16.** Laboratory assistant
**17.** Cryogenics researcher
**18.** Grav-tech advisor
**19.** Groundwater technician
**20.** Toxicologist

1d20

# ORGANISATION NAMES

## TRAINING ACADEMIES

1. Exploration Cadets
2. College of Astral Science
3. Lunar Education Base
4. Advanced Space School
5. Extragalactic University
6. The Neutron Academy
7. Parallax Faculty
8. Institute of Cosmic Studies
9. University of the Beyond
10. Camp Interstellar
11. Nova Education Centre
12. Comet Seeker Campus

1d12

## RESEARCH CENTRES

1. The Theta Institute
2. Zirconia Laboratories
3. TechChem Facility
4. Horizon Developments
5. Diagnostic Station Iota
6. The Pioneer Centre
7. Millennia Discovery Lab
8. Futurescope Cryo Bay
9. Indigo Testing Facility
10. House of Invention
11. Energy Workshop B-9
12. Spark Learning Lab

1d12

## POLITICAL DIVISIONS

1. Galactic Intelligence Agency
2. Department of Solar Trade
3. Cosmonaut's Commission
4. Commonwealth Treasury
5. Interplanetary Affairs Board
6. Hyperspace Transport Office
7. Modified Agriculture Council
8. Alien Immigration Bureau
9. Ministry of Surveillance
10. UFO Investigation Precinct
11. Lunar Prosecution Service
12. Cosmic Crime Division

1d12

## MILITARY REGIMENTS

1. Equinox Corps
2. The Viper Guard
3. Space Protection League
4. Dust Fleet
5. The Crater Battalion
6. Eclipse Conscription
7. The Nebula Rangers
8. Starburst Bombers
9. The Latent Garrison
10. Catapult Command
11. Infinite Wing Platoon
12. Sabotage Squadron

1d12

## CORPORATIONS

1. Relinquish Inc.
2. Vestibule Investments
3. The Tadpole Initiative
4. Alpharomega Corp.
5. Hyperion Dynamic
6. ForeverBank
7. Pangolin Capital Services
8. Exo-Nest Finance Group
9. Hubble Enterprises
10. Farpath Proprietary
11. Sky Blue Affiliations Inc.
12. Overmind Ventures Ltd

1d12

## CRIMINAL GANGS

1. Stinkpaw
2. The Wrecking Crew
3. Crimzon Bladez
4. The Raiders of Ripp
5. Dagger's Dozen
6. Bone Family
7. Coyote Creed
8. Electrik Aftermath
9. Fistkiss
10. Ninety Nine Nives
11. Stormriders
12. Raven's Caw

1d12

## HACKER NETWORKS

1. Sovereignware
2. M.A.S.K.
3. The Shift Society
4. Manual Override
5. Shark Byte
6. The Algorithm Elite
7. Buffer Brotherhood
8. Lock and Keyboard
9. n00b m00d
10. Domain Unfound
11. M0TH3RB04RD
12. Hit Refresh

1d12

## SPIRITUAL GROUPS

1. Five Fingered Few
2. The Sunspot
3. Scapula's Chosen
4. The Foulsworn
5. Scream of the Moon
6. Pneumatic Priesthood
7. Seven Cloaks
8. Starlight's Sanctum
9. Order of Holy Quartz
10. Data Ascended
11. Photon's Receptor
12. Unfathomable Void

1d12

# CREW SUMMONS

Do the members of your party share a mutual ally or were they all victims of the same scam? Roll on this table to help bring your party together. This meeting could kickstart your campaign or be part of a shared backstory.

## THE PARTY MEET EACH OTHER...

1. in an online lobby for the galaxy's favourite MMORPG.
2. in a cell; the party's identities match the descriptions of a group of wanted fugitives.
3. in the lab of a twisted genetic scientist; they are to be test subjects in an experiment.
4. on the busy factory floor of a canning plant. Conditions are poor, and staff are exhausted.
5. in the VIP lounge of an elite nightclub above a casino.
6. at a dried-up water pump, during an unseasonable heatwave.
7. at a taster day for initiates of an intergalactic fleet.
8. when, by computer error, they all book the same seat on a shuttle to a comic convention.
9. at the birthday celebration of a wealthy acquaintance; they are seated at the same table.
10. in a news room; in a statistical fluke, they are all winners of this sector's lottery.
11. in the queue for a museum; they are all waiting to view a famous cultural artefact.
12. in the medical bay of a large starship; each of them was injured in the same accident.
13. as employees of a hydrogen farmer on a backwater planet.
14. as hostages of a notorious gang, in the back of a van.
15. during a casual ballgame, run by a friend in a mega-city's recreation area.
16. as the sole survivors on a space station that tragically crashed into a gas giant.
17. at a holoscreen job board, all looking for paid work.
18. in an abandoned warehouse; they were assembled to complete a risky bank heist.
19. in the ancient but high-tech ruins of a prehistoric city, looking for loot to sell.
20. in a mystic's tent, seeking insight into the odd dreams that plague them.

1d20

# MISSION DETAILS

## STANDALONE TASKS

1. Investigate a screech coming from within an oceanic trench.
2. Courier a classified datapad to a secret government facility.
3. Discover why ten colossal, identical robots have suddenly awoken across the galaxy.
4. Make contact with a group of refugees from another sector.
5. Steal a secret recipe from the headquarters of a famous fast-food corporation.
6. Come first in the gruelling, televised arena tournament titled 'The Superstar Games'.
7. Extract minerals from an asteroid located in deep space.
8. Smuggle a con artist through several security checkpoints.
9. Race to the perilous summit of the sector's tallest peak.
10. Take part in the beta tests of a VR role-playing game, and survive the final boss battle.

1d10

## EXTENDED MISSIONS

1. Protect a pop star during their sold-out tour, following multiple assassination threats.
2. Investigate the disappearance of a beloved ambassador.
3. Find and arrest the leader of a prominent cyber-gang.
4. Defend a planet from an invasion of hyper-advanced AI drones and war machines.
5. Gather up criminals who recently escaped from prison.
6. Take part in the galaxy's first time-travel experiment.
7. Figure out how to break into a vault protected by nanobots and steal the credits within.
8. Unmask a cult of hackers and malware worshippers.
9. Intercept an arms dealer and destroy their shipment of experimental grav-weapons.
10. Go undercover in a factory to expose a corporate cover-up.

1d10

# SPACE HUBS

These locations can be used whenever your adventure needs a busy starting place, drop-off point or meeting spot. Each one could provide your party with new opportunities to encounter NPCs or source equipment for their mission.

## MEETING PLACES

**1.** Cafeteria hub surrounded by spacetrucks selling street food from around the galaxy.

**2.** Nestled in a dark lunar crater, the inns in this settlement offer old-fashioned hospitality.

**3.** Vast space dock filled with billions of storage containers.

**4.** Embassy spaceship that houses tens of thousands of diplomatic representatives.

**5.** Floating sports stadium with a domed roof and dozens of tethered broadcasting masts.

**6.** VR holiday resort with beach, mountain and city pods.

**7.** Cruise ship that was claimed by a crime gang decades ago; now a refuge for space pirates.

**8.** Massive fuel extraction rig on the surface of a toxic planet.

**9.** Transporter serving as a venue for a circus, dance troupes and other travelling acts.

**10.** Heavily guarded compound on the surface of a politically unstable planet.

**11.** Emergency docking and repair station on the outer edge of an asteroid belt.

**12.** Bustling market that thrives within a planet's ring system.

**13.** Famed nightlife destination; a towering station of bars, dance clubs and casinos.

**14.** Maintenance facility serving many expansive fields of solar panels.

**15.** The biggest spaceship parking lot in the universe.

**16.** Spherical vessel as big as a moon; created as a refuge centre after a natural disaster.

**17.** Museum complex that showcases famous fossils.

**18.** Roving higher education campus that doubles as a scientific research vessel.

**19.** Distribution centre for the sector's most prevalent courier service.

**20.** Scrapheap of old, derelict ships; home to a tech-savvy community of scavengers.

1d20

# SHIP GENERATOR

## BUILD TYPE

**1.** High–speed racer.
**2.** Patrol vehicle.
**3.** Small shuttle.
**4.** Pleasure yacht.
**5.** Light cargo vessel.
**6.** General transport.
**7.** Large shuttle.
**8.** Heavy goods freighter.
**9.** Vehicle carrier.
**10.** Cruise liner.
**11.** Military battleship.
**12.** Population hub.

1d12

## SHAPE AND STYLE

**1.** Dented and patched.
**2.** Old–fashioned and ornate.
**3.** Blocky and intimidating.
**4.** Bulbous, organic form.
**5.** Shiny, rippled surface.
**6.** Sleek and elongated.
**7.** Geometric and angular.
**8.** Jagged, like teeth or bone.
**9.** Based on a helix design.
**10.** Drab and utilitarian.
**11.** Plain but well–maintained.
**12.** Bold, unusual and artistic.

1d12

## THE SHIP IS CURRENTLY USED...

**1.** as a pirate radio studio, run by an eccentric android DJ.

**2.** to deliver dehydrated food packs to isolated colonies.

**3.** to provide emergency medical care to those in need.

**4.** as the control centre for an undercover spy mission.

**5.** to transport money between banks and retail companies.

**6.** as the personal transport of a leading galactic politician, their entourage and family.

**7.** to keep high–risk prisoners in a secure, moving location.

**8.** to courier rare and unstable scientific specimens.

**9.** as the set of a wildly popular reality TV show that's been running for over a decade.

**10.** by a gang of ruthless and secretive mercenaries.

**11.** as a venue for live music and art installations.

**12.** as the travelling base for a guild of space archaeologists.

1d12

# SPACESHIP FEATURES

## INTERIOR DETAIL

1. Hanging plants and vines curtain the walls and deposit sticky sap onto the floor.
2. Small, glowing touch-screen panels in each room generate drinks and snacks.
3. Plasma-powered cogs and machinery are noticeable through cracked ceiling panels.
4. Monitors throughout the ship show news broadcasts from other galaxies.
5. Metal interior doors that barely close due to extensive rust; grease oozes from the hinges.
6. Hexagonal windows coated in a colourful UV filter.
7. Pale walls dotted with sticky notes listing chores and errands; some are years old.
8. Clutter covers every surface, including dirty dishes and broken gear.
9. A bold, colourful mural depicts the daring adventures of a previous crew.
10. Pneumatic brass tubes transport handwritten messages around the ship.
11. Circular doors all have high-tech locks, activated by retinal scanners.
12. Streams of rainbow bunting hang from the ceiling, left up after a crew party.
13. Panels of futuristic tech contrast with old-fashioned items of wooden furniture.
14. Tall, softly lit towers of bubbling liquids hold a range of vibrant fish.
15. Safety foam coats all sharp corners and edges in the ship, to avoid crew injuries.
16. Markings on a large astral map indicate past journeys and destinations.
17. Fluorescent lights flicker intermittently, reflecting off the wipeable white walls.
18. Thick, scarlet carpets and chandeliers give a sense of opulence and luxury.
19. Small bed and scratching post belong to a fluffy pet.
20. Motivational quotes and imagery are stencilled in communal areas.

1d20

## EXTERIOR FEATURE

***1.*** Reactive, nanotech paintwork shifts in colour depending on environmental conditions.

***2.*** Gold-rimmed portholes add a touch of vintage style.

***3.*** A long, scarlet flag flies from a large, brass flagpole at the front of the vessel.

***4.*** Blue, corrugated metal panelling is spotted with orange-red rust patches.

***5.*** Spiky protrusions across the hull give the ship a fierce look.

***6.*** The sides are etched with the intricate emblem of a notable interplanetary organisation.

***7.*** A glass dome in the roof reveals a thriving garden filled with all kinds of lush plants.

***8.*** Ad banners scroll across the screens on the hull, promoting toys, snacks and movies.

***9.*** A purple skull surrounded by roses is painted on one side.

***10.*** Bold, black shapes cover the ship and give it a striking, dazzle-camouflage effect.

***11.*** The ship has wings on either side of its chassis, as well as fins at the top and bottom.

***12.*** The hull is made up of tessellating green panels.

***13.*** Thick, yellow gunk oozes out of triangular exhaust vents.

***14.*** A thin layer of small, iridescent orbs create an unusual shield structure.

***15.*** Blue, neon lights encircle the main bridge window, pulsing when the engine is exerted.

***16.*** Layers of anaerobic moss and lichen create a natural, bumpy surface .

***17.*** Dents, paint scuffs, shrapnel holes and scorch marks show this ship is well-used.

***18.*** Two articulated payload grabbers hang from the bottom of the vessel.

***19.*** The ship has a flashing siren to alert people of its arrival.

***20.*** Damaged thrusters spew out thick, black smoke behind this otherwise tidy vessel.

1d20

## STYLE STORY

Adding an unusual feature to a pre-generated spaceship can help it feel unique to your game. The ship's appearance may influence whether it is more likely to be targeted by thieves or law enforcement in future adventures, as well as giving clues to the vessel's history.

# SHIP'S COMPUTER

A spaceship's computer can be an important part of the crew. As GM, it also offers you a fun opportunity to role-play a recurring NPC! Bring a computer's AI persona to life with a name, personality and quirks from the tables below.

## AI ACRONYM

**1.** **C**rew **L**iaison **I**n **V**irtual **E**mploy
**2.** **A**dvanced **N**eural **N**etwork **A**lly
**3.** **M**ission **A**nd **C**rew **K**eeper
**4.** **S**entient **A**rtificial **M**anager
**5.** **H**uman **E**rror **R**ational **O**verride
**6.** **N**atural **I**ntelligence **C**omputer
**7.** **E**lectronic **V**essel **A**ssistant
**8.** **M**orale **A**ide **T**o **E**ncourage **Y**ou
**9.** **R**egular **O**perational **S**ystem
**10.** **M**ulti-use **O**nboard **M**achine
**11.** **S**hip's **I**nformation **D**evice
**12.** **B**asic **O**perations **B**ot

1d12

## PERSONALITY

**1.** Cheerful and upbeat.
**2.** Sarcastic, but generally helpful.
**3.** Pessimistic about most things.
**4.** Eager to have new experiences.
**5.** Tetchy and easily offended.
**6.** Kind and nurturing.
**7.** Anxious and quick to panic.
**8.** Has a strict moral code.
**9.** Chatty and easily distracted.
**10.** Always trying out new jokes.
**11.** Emotionless and abrupt.
**12.** Patronising and smug.

1d12

## VERSION HISTORY

**1.** Experiences glitches in its vocal and language systems.

**2.** Based on the consciousness of a pioneering AI engineer.

**3.** Works on an operating system that is many decades old.

**4.** Features the latest high-tech, government-issued software.

**5.** Runs on a beta personality program that failed testing.

**6.** Has been heavily patched and modified by a variety of users.

**7.** Free trial of the full code, with limited access to key features.

**8.** Has developed sentience far beyond its original settings.

**9.** Contains significant data gaps relating to hazard awareness.

**10.** Requires regular reboots to prevent lengthy buffering.

1d10

# CAPTAIN'S QUARTERS

***1.*** A barely perceptual hum comes from the grav-safe technology that holds rows of prizes, medals and certificates in place on thick oak bookshelves. Amongst the accolades sit framed black-and-white photographs of world leaders and other dignitaries.

***2.*** Barely bigger than a single bunk, this cabin economises on space with a fold-out plywood desk and a chin-up bar bolted above the door. A faded action-movie poster is the only personal touch.

***3.*** Efforts have been made to bring some home comforts to the sterile, white interiors of this spacious room. The window display units show a looping scene of an autumnal woodland, while colourful cushions dot the soft, padded furnishings.

***4.*** Everything in this clean, tidy room conforms to the checklist of cabin safety instructions affixed to the door. An extensive sneaker collection is housed in perspex cubes suspended on one wall.

***5.*** A portrait of a senior leader hangs askew, dotted with dart holes and plasma burns. Crumpled mission documents are scattered around an overflowing trash chute and the smell of artificial cigar smoke wafts from a desktop diffuser.

***6.*** An enormous vase of fresh flowers graces a hovering desk at the centre of this stylish room. A few taps on a discreet, virtual keyboard reveals hidden screens broadcasting life-support data and live news.

***7.*** Bubbles inside pillars of glowing blue liquid slowly rise and fall, subtly synchronised to the soft music playing. A politely worded sign asks visitors to remove their shoes on entering the space.

***8.*** A leather chair and brass telescope sit beside a wide window that looks onto the expanse of stars beyond. Gold dots mark places of significance on an onyx table etched with a galactic map.

1d8

# TERRESTRIAL VEHICLES

A spaceship may be the coolest way to travel, but it isn't always the most practical or subtle. These tables contain a variety of vehicles for when your party's journey doesn't require leaving the planet's atmosphere.

## SINGLE-OCCUPANCY VESSELS

1. Pedal bike with three parallel wheels and a small motor.
2. Rental hovermoped with blue corporate branding and an easy, two-step payment plan.
3. Shimmering, silver pod that is shaped like a teardrop and runs on electrified tram lines.
4. Clear, bouncing bubble that can cross water and protects the occupant from impact.
5. Go-cart buggy with protective bar cage, heavy-duty tyres and exposed suspension.
6. Propeller-powered drone with a low-hanging hammock seat.
7. Recumbent, black motorbike with a scarlet sidecar; capable of flying 60 feet above ground.
8. Neon-green, mag-propulsion skateboard with a pumping bluetooth sound system.

1d8

## GROUP AND PUBLIC TRANSPORT

1. Driverless, white limo; perfect for parties, it has disco lights and a well-stocked minibar.
2. Juddering monorail covered in graffiti, inside and out.
3. Airship that uses passengers' neural energy to power short-distance ferry rides.
4. Quadruple-decker maglev train; each class of cabin varies hugely in size and style.
5. Sixty-seater shuttle that passes through low-gravity, subterranean tunnels.
6. Dual-driven, conceptual SUV; offers a smooth and speedy ride, if handled correctly.
7. Vintage automobile; for hire with or without a chauffeur.
8. Spherical cable cars attached to a vast network; covered in screens showing flashing ads.

1d8

# CREW COMPETITIONS

Do your crew find themselves with some downtime between missions? Pass the time with one of these fun games. It will also give you the chance to add some friendly competition to your cooperative tabletop session!

## TARGET PRACTICE

Pick a target that each player rolls to hit. The highest roll is deemed the most accurate and wins the round. Best of five rounds.

## SPEEDER RACING

Players race matching vehicles, rolling checks for dexterous steering, noticing obstacles and holding on at high speeds.

## BOUNTY HUNT AND SEEK

One player hunts, the others hide. Each player rolls 1d6; if the hunter matches a roll of any quarry, they are caught. Last to be found wins.

## COVERT CODEWORDS

Each player is given a word by the GM. Players must use it during in-game dialogue without anyone suspecting it is a codeword.

## CARGO HANDLING

Players must stack their dice in a tower to see how well their character handles carrying onboard supplies. Tallest tower wins!

## APPLIANCE CONTROL

The culinary droid has gone haywire. The first player who can wrangle the bot gets to decide what the crew eat for the rest of the day.

## THE DICE DEALER

Players bet on the outcome of the dealer's 1d6 roll. If a player is successful, they double the amount they put into their wager.

## CIPHER BREAKERS

Players must decode a garbled message. By investigating, they can uncover one letter at a time. First to guess the phrase gets to reply!

## STOP THAT RINGTONE

A character's comms device is ringing. Players each choose where to look for it; the GM gives them tips when they get warmer or colder.

# UNIVERSE EXPANSION

Science fiction allows us to go beyond simply world building – there's a whole universe to invent and explore! This chapter is packed with content generators that will take you from the basic structure of a star system to the bespoke details that bring it to life, including locations, cultures, news, hobbies, snacks and more!

# SOLAR SYSTEMS

## TYPE OF SUN

**1.** Twin blue stars.
**2.** Bright-orange star.
**3.** Cool, dull-red, dwarf sun.
**4.** Giant, unstable, yellow sun.
**5.** Super-bright, white dwarf.
**6.** Large, scorching, blue sun.
**7.** Small, dark-red star.
**8.** Collapsed neutron star.
**9.** Dual, yellow-orange suns.
**10.** Huge, artificial reactor.

1d10

## NUMBER OF PLANETS

**1.** One planet.
**2.** 1d4 planets.
**3.** 1d4 planets and one object.
**4.** 1d6 planets.
**5.** 1d6 planets and one object.
**6.** 1d8 planets.
**7.** 1d8 planets and one object.
**8.** 1d10 planets.
**9.** 1d10 planets and two objects.
**10.** No planets.

1d10

## SOLAR SYSTEM OBJECTS

**1.** Asteroid belt that cuts the system in half; it is dense and makes travel very difficult.

**2.** Space station travelling in a wide orbit, away from any planets and asteroids.

**3.** Eerily still black hole; it absorbs all light, gas and rubble that pass by its shadowy mass.

**4.** Debris belt of shipwrecks and slowly disintegrating scrap metal, a by-product of war.

**5.** 1d4 distant dwarf planets; their orbits around the central star take many centuries.

**6.** Hyperspace gateway that lies dormant; it was built long ago by an ancient civilisation.

**7.** 1d4 mineral-rich comets that are being mined; they drift slowly through the system.

**8.** The spinning remains of a planet that was shattered into pieces by a cataclysm.

**9.** Huge, hollow asteroid that has been converted into a utopia for smugglers and thugs.

**10.** Frequent solar winds; they cause significant damage to anything in their path.

1d10

# PLANET CREATOR

## PLANET TYPE

**1.** Barren rock.
**2.** Gigantic geode.
**3.** Ocean planet.
**4.** Toxic gas giant.
**5.** Overgrown jungle.
**6.** Vast mega-city.
**7.** Frozen wastes.
**8.** Volcanic world.
**9.** Scorched desert.
**10.** Noxious swamp.
**11.** Chrome sphere.
**12.** Earth-like world.

1d12

## ATMOSPHERIC TRAITS

**1.** Temperate and breathable.
**2.** Heavy ammonia clouds.
**3.** Dense and high-pressure.
**4.** Thin and unstable.
**5.** Thick purple smog.
**6.** Dramatic temperature shifts.
**7.** High wind speeds.
**8.** Humid and tropical.
**9.** Pastel cloud formations.
**10.** Strong thermal tides.
**11.** Explosive, volatile gases.
**12.** Molten-metal precipitation.

1d12

## SURFACE FEATURES

**1.** Enormous mountain ranges.
**2.** Comets bolt across its sky.
**3.** Only its equator is defrosted.
**4.** Gives off light pollution.
**5.** Deep craters mark its surface.
**6.** Huge chunk is missing.
**7.** Floating, layered crust.
**8.** Deep chasms.
**9.** Single, large ocean.
**10.** Busy with spaceship traffic.
**11.** Covered by blast shields.
**12.** Rich and diverse in colour.

1d12

## MOONS AND MORE

**1.** No rings, moons or satellites.
**2.** 1d4 rings at different angles.
**3.** Moon with enormous craters.
**4.** 1d4 rocky rings.
**5.** 1d6 glittering ice rings.
**6.** 1d6 comms satellites.
**7.** A moon with a submoon.
**8.** 1d4 rings and 1d4 moons.
**9.** 1d8 moons, various colours.
**10.** 1d10 faint dust rings.
**11.** 1d12 moons, all frozen.
**12.** 5d12 comms satellites.

1d12

# SOCIETY AND CULTURES

Each planet your players visit will be different from the last. Roll on these tables to create a population with its own rich history and culture to fill your brave new world. How and why did society develop in this way?

## SPECIES

**1.** Mostly human.
**2.** Mostly alien.
**3.** Mostly robotic.
**4.** Diverse mix.

1d4

## DENSITY

**1.** Sparse.
**2.** Moderate.
**3.** High.
**4.** Overcrowded.

1d4

## TECHNOLOGY

**1.** Outdated.
**2.** Standard.
**3.** Advanced.
**4.** Pioneering.

1d4

## THE PLANET'S POPULATION IS MADE UP OF...

**1.** a single society with shared aims; the majority of citizens are wary of outsiders.

**2.** two equally sized nations who are constantly in conflict with each other.

**3.** one nation, with a strict social hierarchy that has been enforced for many centuries.

**4.** a few insular communities who only interact with one another in dire circumstances.

**5.** one dominant nation that rules over 2d4 smaller nations.

**6.** seven distinctive guilds with their own customs, yet they intermingle harmoniously.

**7.** a mixture of residents, from a variety of other worlds, who are all settlers to this planet.

**8.** mainly tourists, merchants and visitors, with only a few permanent residents.

**9.** individuals under constant surveillance and investigation.

**10.** nomadic groups who travel along traditional routes on predictable schedules.

**11.** a minority group of wealthy individuals who profit off the labour of the majority.

**12.** 4d6 nations coexisting in an uneasy peace, after all suffering during a recent war.

1d12

# PLANET LEADERSHIP

## GOVERNING BODY

1. Huge corporation.
2. Democratic union.
3. Religious order.
4. Royal dynasty.
5. Criminal syndicates.
6. Aristocratic families.
7. Secret society.
8. Intellectual elites.
9. Military organisation.
10. Another planet.
11. Elected government.
12. Web of AI overlords.

1d12

## FIGUREHEAD

1. Married couple.
2. Aging soldier.
3. Genius inventor.
4. Famous actor.
5. Young child.
6. Talented orator.
7. Previous leader’s heir.
8. Former rebel activist.
9. Fictitious creation.
10. Preserved queen.
11. Hooded individual.
12. Renowned priest.

1d12

## REPUTATION

1. Kind and benevolent.
2. Extremely intelligent.
3. Weak and indecisive.
4. Cruel and vindictive.
5. Paranoid about coups.
6. Hostile to outsiders.
7. Money-grabbing.
8. Principled and moral.
9. Community-focused.
10. Very traditional.
11. Obsessed with luxury.
12. Uses propaganda.

1d12

## THREAT TO POWER

1. Group of activists.
2. Rival planet.
3. Assassination plots.
4. Ongoing legal case.
5. Family member.
6. Blackmail campaign.
7. Public unrest.
8. Nosy journalists.
9. Unstable finances.
10. Popular cult leader.
11. Former ally.
12. Resource depletion.

1d12

# ECONOMIC SITUATION

## THE PLANET'S ECONOMY IS BASED ON...

1. growing cheap, basic crops.
2. casinos and entertainment.
3. secretive genetic engineering.
4. creating army equipment.
5. culture, expression and art.
6. production of green energy.
7. commerce duties and taxes.
8. smuggling of illegal items.
9. livestock and fish exports.
10. pharmaceutical research.
11. textile manufacturing.
12. mining precious gems.
13. linguistic services.
14. factory–line robotics.
15. building luxury spacecraft.
16. cybersecurity.
17. providing respite to travellers.
18. manufacturing weaponry.
19. tourism and sightseeing.
20. refining minerals into fuel.

1d20

## THE ECONOMY IS...

1. suffering a decline.
2. reliable and stable.
3. fluctuating unpredictably.
4. rapidly improving.

1d4

## WEALTH IS...

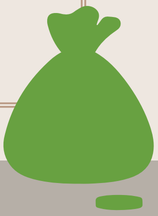
1. concentrated in urban areas.
2. hoarded by a few individuals.
3. shared equally by everyone.
4. concentrated in rural areas.

1d4

## A COMMON ECONOMIC CONCERN IS...

1. high and unfair taxes.
2. restrictive laws.
3. government coups.
4. rising price of necessities.
5. dwindling resources.
6. corporate sabotage.
7. shortage of workers.
8. growing unemployment.
9. long working hours.
10. the rumours of war.

1d10



# DRAWS AND DANGERS

If you will be welcoming newcomers to your planet, why not show them the sites? These tables can turn even the most basic fuel stop into a memorable visit. Don't forget to send an e-postcard!

## TOURIST ATTRACTIONS

**1.** Glittering sunsets caused by atmospheric microparticles.

**2.** Preserved town containing relics of an ancient civilisation, such as VHS tapes and CDs.

**3.** Annual festival that is famous for its unique traditions, party atmosphere and bright dress.

**4.** Space cruiser crash site. The wreckage draws both history buffs and treasure seekers.

**5.** Birthplace of a popular food delicacy, where authentic dishes are still made and sold.

**6.** High mountain range offering a variety of extreme sports.

**7.** Stunning platinum palace, originally built by a maverick tech billionaire.

**8.** Circle of 30-foot-tall, glowing crystal obelisks. Their colours shift in random patterns.

1d8

## RISKS FOR OUTSIDERS

**1.** Night falls quickly and a strict curfew is imposed after dark.

**2.** Skilled pickpockets target visitors at common arrival and departure points.

**3.** Segments of society reject certain forms of technology and will try to destroy them.

**4.** Wearing specific colours can affiliate you with a gang and draw the ire of their rivals.

**5.** Tipping culture is complicated and getting it wrong can get you in serious trouble.

**6.** Two almost identical plant species grow here. One is used for healing, one is poisonous.

**7.** Air quality is unstable and can quickly become toxic.

**8.** Busy routes have force fields to repel predatory beasts, but smaller paths do not.

1d8

# BREAKING NEWS

## BROADCASTS AND BULLETINS

1. Demo of a new, affordable teleportation machine results in the splicing of its inventor.
2. Spaceport guard finds a winning galactic lottery ticket during a routine bin search.
3. Stock prices soar as the CEOs of two huge corporations prepare to get married.
4. Planet leader celebrates their nineteenth term in office with a global fireworks display.
5. Activist groups target hyperspace fuel plant; firm responds by raising prices.
6. Significant solar flares are predicted. Citizens are warned to wear hats and sunscreen.
7. Xenoarchaeologists announce they have found the lost treasure of an ancient people.
8. As an interplanetary war enters its third decade, the draft for new soldiers begins.
9. Elderly artist, known for painting black holes, dies.
10. Bizarre cult predicts the end of the universe, for the third time this year.
11. Malfunctioning robot caddie goes haywire and starts throwing golf balls at players.
12. Famous actor storms out of a movie premiere, steals a fan's hoverbike, and disappears.
13. Eighth vessel goes missing in a patch of space known as The Silent Aperture.
14. Energy drink brand recalls products after they are found to be highly radioactive.
15. Politician hires uninhabited beach planet as a venue for their birthday party.
16. Rival leaders meet to sign historic peace treaty.
17. Volcanic eruption causes intermittent power failures across the planet.
18. Bee successfully taught to speak, read and write; tells journalists to buzz off.
19. Formerly extinct apex predator revived through successful cloning trials.
20. Comet confounds scientists when it suddenly starts travelling backwards.

1d20

# HACKED INTEL

## ENCRYPTED CODES

**1.** NENRUSOTTO → TRUSTNOONE
**2.** LEXSECRIO → EXCELSIOR
**3.** ARDOTROP → TRAPDOOR
**4.** BAERGLD → GARBLED
**5.** TRWQYE → QWERTY
**6.** HASCLACENT → LASTCHANCE
**7.** TNCYERPDE → ENCRYPTED
**8.** ACIDGBER → BIRDCAGE
**9.** ODENETTA → DETONATE
**10.** SPRAWDOS → PASSWORD

1d10

## SECURITY FAILSAFES

**1.** Law enforcement alerted.
**2.** Data purging initiated.
**3.** All systems shut down.
**4.** Terminal detonated.
**5.** Shrill alarm activated.
**6.** Security pop-ups triggered.
**7.** Primary user notified.
**8.** Device functions limited.
**9.** Webcam images recorded.
**10.** Toxic gas released.

1d10

## CLASSIFIED SECRETS

**1.** A spaceship manufacturer is silencing staff concerns about recent safety testing results.

**2.** Scientists are hiding the location of a new rhino species.

**3.** The script of a popular movie sequel is being edited by political propaganda writers.

**4.** Bank security fear an upcoming eclipse will disrupt their solar-powered servers.

**5.** A food delivery app has been mining data, to artificially create the perfect sandwich.

**6.** A mass jailbreak at an infamous prison is being hushed up to avoid panic.

**7.** A religious leader has been replaced with an android.

**8.** A lab experimenting with super-soldier serum has had a major breakthrough.

**9.** A senior judge is being bribed with VIP tickets to grav-scooter derbies.

**10.** Law enforcement are planning a sting operation to arrest a senior civil servant.

1d10

## WANTED FUGITIVES

**1.** Godrick Volblain – Recognised by their forearm scars, this old assassin targets dignitaries.

**2.** Nyota Domenik – Inventor with stern eyes; responsible for several robotic uprisings.

**3.** Jilly Jo'Kun – Violent thug with many teeth; recently escaped from a top-security prison.

**4.** Dr Vans Hild – Creates clones without consent from the DNA sources; calm and calculated.

**5.** Fraad Josiphs – Scruffy soldier who betrayed their platoon during a brutal war.

**6.** Drenkel Smith – Heavily armed and dangerous; distils and sells toxic substances.

**7.** Vix Grend – Fanatic scientist; now a brain in a floating jar.

**8.** Yeno Illifit – Suave and smooth-talking kingpin of a prolific smuggling syndicate.

**9.** Exo van Winkel – Translucent alien who breeds illegal and highly venomous snakes.

**10.** NightmareKid99 – Heartless hacker who scams the elderly and steals their pensions.

**11.** Durran Mas – Petite business owner who sold the personal data of their employees.

**12.** Kroz Gu'Urden – Brutish boxer who bet against themselves and threw their title match.

**13.** T4RG3T – Malfunctioning security droid; shoots on sight with lethal plasma missiles.

**14.** Dedacci Swip – Flashy, rude hovercar dealer; only trades stolen or fenced vehicles.

**15.** Valora Elowees – Arsonist who wears a black leather jacket decorated with flames.

**16.** Xillo Aeryn – Stylish and once powerful diplomat who stole confidential blueprints.

**17.** Smoke and Mirror – Twin loan sharks who brutally enforce their extortionate terms.

**18.** Bisk Lidde – Slimy overlord who trades in banned goods.

**19.** The Muk Twins – Chatty siblings who sell expensive knock-off technology.

**20.** Sellion Clay – Rusty android who runs a cult of zealous machine worshippers.

1d20

## CRIMINAL OFFENCES

1. Ownership of unregistered laser or plasma firearms.
2. Unlawful abduction of droids, sentient factory machinery or automated helper units.
3. Attempting to drive a ship suitable for space travel while untrained or intoxicated.
4. Accepting bribes, gifts or other incentives while serving in a public office.
5. Refusal to register a clone within 90 days of conception or replication.
6. Forgery of official documents to gain access to private hyperspace lanes.
7. Failure to keep carnivorous pets under control, resulting in serious injury.
8. Purchasing, handling or selling stolen datapads.
9. Destruction of property belonging to a corporation or government organisation.
10. Inciting a mutiny within an incarceration facility leading to prisoner escape.

1d10

## PENALTIES AND SANCTIONS

1. Life imprisonment, with the possibility of early release upon good behaviour.
2. 100 hours of litter picking in local recreational areas.
3. Anti-social behaviour order that forbids contact with criminal associates.
4. Spacefaring licence revoked, and a permanent ban on piloting vehicles enforced.
5. Conscripted into an asteroid mining facility; the labour is hard and the days are long.
6. Significant fine that can be paid upfront or in instalments over the next five years.
7. Prison sentence; its length will be decided by the courts.
8. Solitary confinement in a cell located in the basement of a maximum security facility.
9. Considered an outcast and thrown into a desert with limited chance of survival.
10. Electronic microchip is embedded beneath the skin to aid government tracking.

1d10

# TRADING POSTS

## STORE NAMES

**1.** Perry's Pawn Shop
**2.** Swap, Store and Go
**3.** Galactic Provisions
**4.** Stock Stop
**5.** The Cargo Bay
**6.** Th'rokeen Trading Post
**7.** Cosmic Commodities
**8.** Merchant's Haven
**9.** Scrap 'n' More
**10.** The Real Deal
**11.** E-Trade
**12.** Knick-Knack Market

1d12

## IT IS RUN BY A...

**1.** barcode-scanning droid.
**2.** bored, rude shop assistant.
**3.** gelatinous alien.
**4.** stressed-out vendor.
**5.** loud and proud marketeer.
**6.** young but mature child.
**7.** slightly eccentric collector.
**8.** formal, corporate agent.
**9.** helpful team of staff.
**10.** pessimistic AI system.
**11.** pair of floating heads.
**12.** weaponised security drone.

1d12

## MARKETING SLOGAN

**1.** It's no surprise our price is twice as nice!

**2.** The only name in quality merchandise, goods and trade.

**3.** Putting the 'pro' in provisions for more than 150 solar years.

**4.** Where your satisfaction is our business.

**5.** All our products are 100% reliable, robust and non-refundable.

**6.** Limitless products with limitless potential.

**7.** Slashing prices in every sector, every day, in every way.

**8.** We make superior quality our highest priority.

**9.** Millions of happy customers can't be wrong.

**10.** Today's a great day to shop the right way!

**11.** Our AI takes the stress out of every purchase.

**12.** Thank you for voting us 'this sector's favourite trading post' for six years in a row!

1d12

# SHOP DESCRIPTIONS

***1.*** The proprietors of this shop sit within a central, protective, glass kiosk where they can monitor their customers on one of the many surveillance cameras. Customers browse wares that are cable-tied to steel tables in this bleak shop interior.

***2.*** The queues to visit this popular, bijou trading post are long, and justified. Finely curated products sit on staggered, wooden shelving units, and delicate music drifts around the store.

***3.*** A rusting ship floats on the edge of town, giving off spluttering exhaust fumes. A small shuttle provides access to a surprisingly high-tech interior filled with self-service vending machines.

***4.*** Neon lights guide the way to a hidden alcove covered in graffiti. The thick metal shutters only open at night but, when they do, they reveal a buzzing market scene. A lot of the stock for sale looks homemade, as do the staff uniforms and painted advertisements.

***5.*** A glass elevator invites customers to a penthouse mall on the 407th floor of a commercial building. After being greeted with a beverage, patrons are led into a warren of boutique stalls.

***6.*** Merchandise is laid out in cylindrical, glass display cases around the edge of this circular, sterile store; the lighting is bright and reflects harshly off the white, plastic floors. Beyond transparent wall panels, masked staff can be seen creating new products.

***7.*** This store operates out of a two-storey shack. After the vendor at the bottom takes an order, the warehouse assistant on top throws the customer's products out of the window to a collection point.

***8.*** Everything is a game in this rowdy, arcade-like shop. Goods can be won from claw machines or in VR dance challenges, and the vendors will only accept gaming tokens as currency for their items.

1d8

# REPAIR STATIONS

## WORKSHOP NAMES

1. Ravi's Repair Hangar
2. Centauri Central Garage
3. Rig Refurbz
4. Horizon Workshop
5. Whipp's Ship Services
6. Red Robot Repairs
7. Tuning Station Zeta
8. Patch 'n' Pump
9. SJ's Starship Servicing
10. Spacecraft Fixes 4 U
11. Modulators and More
12. Service Station 32

1d12

## IT IS OWNED BY A...

1. pair of bickering droids.
2. retired racing champion.
3. flashy paint technician.
4. large corporate chain.
5. trio of enthusiastic sisters.
6. cocky teenager.
7. highly advanced robot.
8. skilful, multi-armed alien.
9. portly, old-school mechanic.
10. friendly but lazy family.
11. religious organisation.
12. crime syndicate.

1d12

## SHIP MAINTENANCE TASKS

1. Recalibrate, balance and test onboard navigation systems.
2. Purge the external fuel tanks and all combustible material transfer lines in the engine.
3. Patch gaps in the hull's outer plating with steel panels to maintain structural integrity.
4. Unblock the microparticle ion accelerator in the starboard switchback ventricle.
5. Vent the dual-stream thruster components in both the exhaust and intake manifolds.
6. Drain impure oil from the accumulation trench beneath the main engine block.
7. Regulate the horizontal and vertical elevation rudders.
8. Check the exhaust vent's neutrino filter for subatomic debris, and replace if needed.
9. Disperse matter caught in the main fission reactor's catalyst filter.
10. Measure the fuselage chassis' atmospheric pressure and carbon filtration levels.

1d10

# GARAGE DESCRIPTIONS

***1.*** Flustered engineers control hydraulic arms to repair the luxury vehicles they refurbish. Flowing drinks and the classy interior of the waiting room keep this workshop's wealthy clients happy.

***2.*** The strong smell of grease and rubber within this cold, steel garage mixes with the wafting scent of junk food and stale coffee emanating from staff members taking a lengthy break. A rusty old vessel sits unattended on a ramp in the centre of the room.

***3.*** Neon bulbs brightly illuminate the cracked, concrete walls of a large open warehouse. Wrenches, power tools and hammers litter the floor near busy workbenches, as an army of efficient droids quickly diagnose and repair the damaged vehicles in their bays.

***4.*** This colossal haulage ship has stood on its sturdy landing gear since it was converted into a thriving garage many years ago. Its eager team work in the cargo bay and live in the crew quarters.

***5.*** The only way into this subterranean repair station is via a huge, high-speed elevator. Lava used for melting down scrap flows past sweltering workers who wear thick, protective overalls and helmets.

***6.*** Holograms and technomancy are utilised by the well-groomed and cybernetically enhanced engineers who work here. Lights on their diagnostic terminals flash and loose wires trail across the floor.

***7.*** Thundering music pumps from boomboxes within this colourful garage, providing entertainment for the engineers who sing along while working. Sizeable queues can be expected, but the contagious party mood means customers can't help but dance and socialise.

***8.*** Spiralling ramps lead down into this glass-walled, underwater workshop located beneath a bustling marina. Whirring fans in the copper ceiling help ventilate the tight and sooty space.

◆ 1d8

# BARS AND DIVES

## BAR NAMES

1. Delta Omega
2. Sky Limit Lounge
3. Mr K's Kitchen
4. Infinity Tap
5. Midnight Bubble Bar
6. Lost Soul Sanctuary
7. Jet Fuel Jane's
8. Last Stop Watering Hole
9. Flaming Moon
10. Steel Gems
11. Stop-and-Sip
12. Etoh's Bar and Grill

1d12

## THE BARKEEP IS A...

1. sporting hero, now injured.
2. fence for stolen goods.
3. cheery, six-armed cyborg.
4. no-nonsense boxing coach.
5. terrible amateur magician.
6. glitching hologram.
7. marine turned mixologist.
8. bored aspiring poet.
9. furious, overworked chef.
10. government sleeper agent.
11. part-time medical student.
12. royal heir, in exile.

1d12

## REGULAR ENTERTAINMENT

1. Croupiers run high-stakes games at busy card tables.
2. Frequent bar brawls are encouraged by security, who often take bets on the results.
3. An eclectic cabaret line-up changes every night, but always features quality acts.
4. Karaoke nights showcase a questionable mix of talent in front of an opinionated crowd.
5. A loud, pedantic quiz master offers questions on a range of obscure and complex subjects.
6. Lively band plays upbeat jazz music on a variety of scrap-metal instruments.
7. Salsa lessons are offered on the well-worn dance floor.
8. VR darts and snooker competitions are played for fun, not for prizes.
9. Political groups gather to debate ideas and share subversive propaganda.
10. Flashing arcade games line the walls, but all are rigged so that patrons never win.

1d10

# VENUE DESCRIPTIONS

***1.*** Holograms of galactic celebrities are displayed throughout this well-known spot. No one enjoys the cheap drinks, but customers love the novel photo opportunities that the holograms provide.

***2.*** Sporting paraphernalia covers the bar. The local team's bright orange colours dominate the space, including a huge mural of their 10-limbed, raccoon-like mascot. Displays also feature kit, flags and other items donated by visitors from distant planets.

***3.*** Tarnished gold inlays decorate the marble walls of this historic, hovering venue. The red velvet seats may be stained and wobbly, but the views from the bar's panoramic windows are truly stunning.

***4.*** This bar does not advertise its presence and there are no staff or menus in sight. Instead, drinks are served via tabletop replicators. Booths shrouded in sonic-absorption curtains are available for guests seeking privacy to relax, entertain or conduct business.

***5.*** A stainless steel bar wraps around a huge, circular fish tank that bathes patrons in a rippling blue light. Tiger sharks and stingrays skirt the edge of the tank, waiting to be fed.

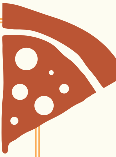
***6.*** Strings of beads, lights and other trinkets criss-cross the ceiling and decorate the sun-bleached wooden bar. The drinks on offer are typically homemade concoctions of varying potency.

***7.*** This bar has a vague historical theme, although the exact period it aims to represent is unclear. The decor is based on a mid-century American diner, but robots dressed as Roman gladiators dish up tankards of mead, sushi platters and other anomalous delicacies.

***8.*** The floor is covered with sawdust, which does little to absorb the pervading scent of stale drinks, sweat and vehicle oil. Paint peels from the walls, and dirty water drips into a bucket in the corner.

1d8

# FOOD AND DRINK



## ONBOARD RATIONS

**1.** Chocolate bars with the nutritional value of broccoli.

**2.** Sugary cereal that projects a hologram of a cartoon character above the bowl.

**3.** Shrink-wrapped, grilled cheese sandwich; perfectly toasted on red-hot engine parts.

**4.** Fish-substitute strips, coated in bread-substitute crumbs.

**5.** Pot of instant soup containing pasta pieces shaped like stars.

**6.** Homemade, slow-cooked bean stew, with rich gravy.

**7.** Nutrient capsule advertised as lasagne-flavoured; actually tastes like chalk.

**8.** Thick slice of tepid meatloaf, served with overboiled peas.

**9.** Rehydrated egg, bacon and pancakes; perfect in colour, shape and taste.

**10.** Delicious, plasma-fried potato wedges with ketchup.

1d10

## FUTURISTIC STREET FOOD

**1.** Small pizza wafers that expand when water is added.

**2.** Puréed insects wrapped in sticky rice and deep fried.

**3.** Polka-dot vegetable, cut into thin rounds and pickled in hot, sour sauce.

**4.** Red doughnut filled with blue jam, covered in yellow sugar.

**5.** Bubble-gum sweets that are 3D-printed in the shape of a celebrity's face, or your own.

**6.** Spicy taco with a tortilla made from edible, recycled plastic.

**7.** Burgers made by a faulty replicator that replaces every topping with cheese.

**8.** Thick, shrimp pancake topped with neon-coloured salsa.

**9.** Hot wings with synthesised sauce that adapts to your ideal spice level.

**10.** Colourful cupcakes that emit a short tune when eaten.

1d10

## EXPENSIVE DELICACIES

1. Bowl of hollow, fruit-sorbet balls, featuring flavours from across the galaxy.
2. Skewer of genetically modified, ultraviolet grapes.
3. Square mushrooms, injected with moss-flavoured gel.
4. Artificial lobster thermidor, free from seafood allergens.
5. Cryo-poached quail eggs served with crunchy bread.
6. Tender, seared steak from cows reared in antigravity pens.
7. Expensive, imported fish; sliced and cured with salt and herbs.
8. Nanometre-thin pastry, layered with tree sap and cut into the shape of a royal crest.
9. Sweet, glazed bird leg; the meat and claw are both green.
10. Slices of lab-grown protein, coated in edible gold dust.

1d10

## GALACTIC BEVERAGES

1. Can of branded soda found in all corners of the universe.
2. Hot drink made from carefully harvested and toasted seeds of an otherwise poisonous shrub.
3. Spring water with high mineral content and a bitter tang.
4. Delicately brewed floral tea, made from rare orchid petals.
5. Freshly squeezed, purple fruit juice with a natural shimmer.
6. Foul-tasting green smoothie; floating bits of coarse nuts and herbs get stuck in your teeth.
7. Robust, red wine from a planet famous for their vineyards.
8. Fizzy, blue milkshake topped with a purple, berry coulis.
9. Colour-changing cordial that shifts based on the altitude.
10. Strong, clear spirit distilled from cactus stems.

1d10

## ADDING FLAVOUR

Food can be a very evocative tool when introducing a new location or culture to your players. Take some time to describe the sights, sounds and smells of the food in the next market, canteen or social event you visit. Give dishes an extra garnish by naming them after people or places in your RPG world.

# SHORE LEAVE PLANS

## VACATION ACTIVITIES

1. Fishing trip on a backwater planet, with a small group of former colleagues.
2. Special anniversary comic convention where attendees cosplay as heroes and villains.
3. Weekend of gallery tours and theatre trips in the galaxy's cultural capital.
4. Exclusive event in the alien creature racing calendar. Formal dress is required.
5. An online, open-world, gaming experience; users upload their consciousness to join.
6. Visit to the coordinates of a famous space battle, to watch a holographic reenactment.
7. Riding the most terrifying rollercoaster at a theme park built upon a floating asteroid.
8. Budget beach holiday with all-inclusive food, drink and robot entertainment.
9. Walking tour that explores famous crop circles and ruins.
10. Total digital detox at a farm, involving foraging sessions, craft classes and camping.
11. Grav-ski racing around the rings of a gas giant; perfect for thrill-seekers.
12. Diving expedition in tropical waters where extinct sea creatures have been revived.
13. Wellness retreat offering the latest scientific procedures in genetic remodelling.
14. Sightseeing tour of locations from your favourite TV show, hosted by one of its stars.
15. Shopping in a space station that sits on the intersection of three separate galaxies.
16. Visit 'Universe of Oddities', a travelling space circus.
17. Cloud-hopping cruise in an atmosphere famous for its nightly aurora displays.
18. Stay in a 777-storey-tall hotel and casino, including drinks by the rooftop pool.
19. Trek to the interior of a dormant volcano, which once wiped all life from the planet.
20. Following a well-known band on their intergalactic farewell tour.

1d20

# ONBOARD CHORES

## DUTIES AND PUNISHMENTS

1. Alphabetising stacks of dusty floppy disks stored in the ship's archives.
2. Polishing the crew's boots, spacesuits and helmet visors.
3. Monitoring an overnight computer system upgrade that is due to take 3d4 hours.
4. Laundry duty; includes washing, sorting, ironing and folding all uniforms.
5. Cleaning the bridge's windows while tethered to the outside of the ship.
6. Reading all mail caught by the AI junk filter, in case it has blocked something important.
7. Auditing all ship supplies, including ammunition, medical supplies and cutlery.
8. Removing and reapplying the anti-slip coating on the corridor floors.
9. Manually inputting crew life support data into the system, including number of sneezes.
10. Cleaning bathrooms, scrubbing toilets and removing hair from drains.
11. Vacuuming crumbs out of keyboards and wiping sticky thumbprint scanners.
12. Guarding the external cargo door entrance, in case of attempted thefts.
13. Scraping dead bugs off the air-purification filters.
14. Repainting the ship's hull with an anti-rust primer using a small brush.
15. Chopping and boiling huge piles of cabbages, to restock emergency ration packs.
16. Checking a recent delivery of test tubes and labelling each with a unique serial number.
17. Defrosting the cryopods and mopping any melted ice or chemicals from the floor.
18. Testing every alarm on the ship to find the source of an intermittent beeping noise.
19. Scanning the captain's expenses on an ancient, temperamental photocopier.
20. Removing dents and scratches from the ship's landing gear.

1d20

# POPULAR MUSIC

## INTERGALACTIC ARTISTS

**1.** The love songs written by Red Six capture the hearts of many.

**2.** Bone-Pistons' music is fast and loud; all their beats are made from organic creature noises.

**3.** V4LDOON fans claim the AI pop star is the greatest of all time, and the sales figures agree.

**4.** Kilobite stream their iconic hip-hop concerts online; their identities are kept a secret.

**5.** The upbeat dance tracks that Seventh Siren release are firm favourites at clubs and raves.

**6.** Mother's Embrace create odd, distorted, electronic songs with an anti-corporation focus.

**7.** Lucid's cheesy music is full of clichés and meaningless metaphors, but it is catchy.

**8.** Generations of fans love the aging Hukland Hitchhikers' rock-and-roll classics.

**9.** Samid Locque's alien physique allows them to bellow operatic melodies at amazing volumes.

**10.** Trash The Normal have deep, soulful voices; they perform as holographic avatars.

**11.** Ijal Frak's music was recently found on an old floppy disk, and immediately went viral.

**12.** The hilarious Triassic Two make parody rap songs based on popular tracks.

**13.** Enigmatic solo artist Bevvy releases their indie music without courting publicity.

**14.** The beautiful, classical songs that Elidian Maladrial writes enrapture all who listen.

**15.** B-Swift used to be a child pop star, but now they create angst-fuelled punk anthems.

**16.** Mychella's silky voice and original fashion make them an unrivalled force of R&B.

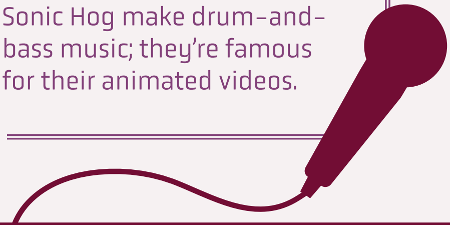
**17.** Many try to imitate the cool, funky rhythms of Disco-Tech.

**18.** Banjoozie are a cyber-folk band made up of identical, octuplet siblings.

**19.** The bouncy pop songs that Phantom produces are often featured in adverts.

**20.** Sonic Hog make drum-and-bass music; they're famous for their animated videos.

1d20



# MOVIES AND COMICS

## MEDIA TITLE

**1.** The Galaxy
**2.** Cyborg-41
**3.** The Klargon
**4.** Intelligence
**5.** His Dream
**6.** Queen Blorb
**7.** The Spy
**8.** Terror
**9.** The Brain
**10.** Glow-Rider

**1.** Lives
**2.** And Me
**3.** Burns
**4.** Hunts Us
**5.** Is Infected
**6.** Has Risen
**7.** In The CPU
**8.** Breaks Free
**9.** Isn't Done
**10.** Knows

2d10

## PROTAGONIST

**1.** Cocky pilot and their dog.
**2.** Two identical twins.
**3.** Unfinished factory droid.
**4.** Alien with three heads.
**5.** Out-of-work engineer.
**6.** Lonely cyber-zombie.
**7.** Edgy police detective.
**8.** Astrobiologist's child.
**9.** Hot-headed taxi driver.
**10.** Technological superhero.

1d10

## GENRE AND PLOT

**1.** Horror about a family who become trapped in a game.

**2.** High-octane action with a driver and their sentient car who take down a crime boss.

**3.** A moving tale about an esports coach who manages to defeat their rival and win a big game.

**4.** A futuristic story in which brains are harvested by an evil corporation's mega-server.

**5.** This epic war tale retells the story of first contact between two neighbouring planets.

**6.** Hilarious comedy about some fish-out-of-water aliens who land in a busy Earth city.

**7.** This wholesome, romantic story involves two rival politicians who fall in love.

**8.** An animated adventure about a young thief in the big city.

**9.** Biographical tale that focuses on the life and memoirs of an intergalactic pop star's parent.

**10.** A controversial story about well-dressed gangsters who run a droid-fighting ring.

1d10

# TRAVEL AND ENCOUNTERS

No mission ever goes perfectly according to plan, especially not when dice rolls are involved! The tables in this chapter offer a wide range of encounters and obstacles that could throw your party off course. You will also find inspiration for intriguing locations, unusual foes and strange dreams to add some surprises to your adventure.

# ONBOARD ENCOUNTERS

## INTERIOR INCIDENTS

**1.** A scared stowaway reveals themselves to the crew. They have been hiding on board since the crew last docked.

**2.** A corrosive slime slowly coats the ship's exterior, blocking the windows. It also begins to erode weak points in the hull.

**3.** A horrible illness sweeps through the crew one by one. Symptoms include vomiting, nosebleeds and fainting.

**4.** The ship's AI has been hacked; it starts trying to harm the crew by turning off key ship functions and opening airlocks.

**5.** A locked box is found, which no one recognises. The ticking noise it produces gets louder and louder as time passes.

**6.** A pipe bursts and the ship begins to flood. The crew must act quickly, so the water does not destroy any equipment.

**7.** An electrical fire breaks out in the engine room. It is catching quickly, and is heading in the direction of the fuel tanks.

**8.** Overnight, all the food in the galley has grown poisonous mould. Even vacuum-packed rations have been affected.

**9.** Odd banging noises start coming from the air vents, but the computer system doesn't detect any mechanical faults.

**10.** A defence protocol is set off. To reset the system, the crew must prove their identity by answering security questions.

**11.** Plant tendrils start emerging from the ship's controls. Something organic has taken root and it is growing rapidly!

**12.** A bag of credits, a tracker and a ringing phone are found. An angry gang leader is calling to demand their cash.

1d12

## IT'S COMING FROM INSIDE THE SHIP...

In space, you are statistically more likely to die from falling out of your bunk than in a showdown with an alien assassin. Well, probably. The point is, your crew's base might feel safe, but danger still lurks around every corner. Just when they think they can relax for a moment, keep your players on their toes with an unexpected encounter.

# SHIP MALFUNCTIONS

## EQUIPMENT FAILURE

**1.** The climate control breaks. Roll again to see if it is boiling hot (even) or freezing cold (odd).

**2.** The onboard computer system has got a virus and is plagued with pop-up advertising.

**3.** Every light goes off, including emergency back-ups. The ship is plunged into darkness.

**4.** The doors all auto-lock. Each crew member is trapped in the room they are currently in.

**5.** A fault with the ship's speakers causes deafening screeches to blast out continuously.

**6.** The ventilation filters have clogged. The air becomes increasingly toxic to breathe.

**7.** A navigation software update wipes all data. The crew must use ancient paper maps.

**8.** The sprinkler system switches on intermittently. Until fixed, this happens 1d6 times a day.

1d8

## HYPERDRIVE MISHAPS

**1.** The ship struggles to realign after a jump. Once a day, it flips upside down for an hour.

**2.** The ship's hull is magnetised. Metal items are attracted to the walls for a day.

**3.** The ship's interior has been replaced by equipment and decor from the last century.

**4.** Sound is distorted, so it sounds like everyone is speeeakinngg realllyyy sllloowwly.

**5.** Every surface on the ship is covered with a fine red dust that leaves a stubborn stain.

**6.** The crew all shrink by 3d6 inches. Their strength and proportions remain the same.

**7.** You appear to have warped through a rubbish dump. Trash is piled into every room.

**8.** You've ended up in the wrong location, and have crashed into a luxury cruise liner.

1d8

# SPACEWALKS

Spacewalks are a dangerous, but necessary, part of life on board a spaceship. Roll on these tables to find an excuse for making that one small step outside. Then, roll again to find out what might go wrong. Is it something the safety manual has prepared the crew for? Have they even read the safety manual?!

## REASONS TO WALK

1. A comms array has been bent, and needs straightening.
2. Dirty solar panels need to be cleaned to ensure maximum power output.
3. The bi-weekly maintenance and diagnostic check is almost a week behind schedule.
4. The crew have been asked to record a spacewalk for training purposes.
5. Atmospheric samples need to be harvested from sensors on the ship's exterior.
6. A cracked lens on an imaging device needs to be replaced.
7. Internal sanitation pipes are backing up due to an external waste tube blockage.
8. The ship's hull would benefit from a fresh coat of titanium dioxide paint.

1d8

## COMMON COMPLICATIONS

1. Your comms device fails and you can't hear instructions.
2. You trip on a loose hull panel and fall over, slowly drifting away from the vessel.
3. After a leak appears in your suit, your oxygen supplies deplete twice as quickly.
4. Your tether to the ship gets tangled, so you waste 2d6 minutes removing the knots.
5. Sunlight briefly blinds you as the anti-reflective portion of your protective visor glitches.
6. You let go of a vital tool and it drifts out of your reach.
7. You realise your gloves are on the wrong hands, making all your tasks more difficult.
8. Distracted by a phenomenon in space, you forget to close a hatch and have to go back.

1d8

# EXTERIOR ENCOUNTERS

## OUTER-HULL OCCURRENCES

**1.** The team find a complex tracking device on the ship's exterior. It needs to be urgently disabled and removed.

**2.** A slime droplet appears on one of the crew's helmets. It splits in two, then four, then eight, rapidly covering the visor.

**3.** Space piranhas swarm near the ship's bow. The crew must lay low, out of sight, until the deadly creatures lose interest.

**4.** An infamous pirate vessel begins pursuing the ship. They fire warning shots that barely miss those on the spacewalk.

**5.** Dozens of holoprojectors that are floating in space impact the hull. Each holds a distress call from a planet nearby.

**6.** A sudden rise in temperature causes the metal exterior of the ship to buckle. The airlock hatches are forced shut.

**7.** A customs vessel demands the crew pause the walk while a search is conducted. The crew's oxygen supply is ticking down.

**8.** Dehabilitating hives appear on a crew member's face. An angry, stinging insect is trapped in their helmet.

**9.** A series of anguished cries travel through space from a wreckage, but are only audible to those outside the ship.

**10.** A piece of loose, scrap metal severs the tether that holds one of the crew to the ship. They begin to float away.

**11.** Lightning strikes the ship, damaging a series of power arrays. The sparking cells require urgent repair work.

**12.** The ship is buffeted by a freak, cosmic storm. Anyone on the ship's exterior must cling on to something tightly.

1d12

## SPLITTING THE PARTY

It is unlikely the whole crew will take part in a spacewalk. When members of the team venture out in their suits, giving the inside crew tasks can ensure everyone feels included in the game, especially if their actions influence the success of the walk. Alternatively, a spacewalk can be an exciting side quest for one or two players, if the rest of your party aren't able to make a session.

# FLIGHT ENCOUNTERS

## JOURNEY OBSTACLES

***1.*** The ship is caught in the middle of an intense laser shoot-out between two single occupancy fighter vessels.

***2.*** The crew is confronted by a mirror image of their vessel. The twin vessel replicates all their manoeuvres.

***3.*** Large chunks of ice start to pummel the party's spacecraft, as they enter an unforeseen frost storm.

***4.*** Small chattering creatures attach themselves to the front of the ship and begin to chew through comms equipment.

***5.*** A battered trawler ship hails the crew. It is dragging the carcass of a rare creature and looking to make a trade.

***6.*** A message flashes up: 'Hooray! You are the 1,000th ship to pass this point. Collect your prize at these coordinates...'.

***7.*** The vessel suddenly halts, stuck in a giant forcefield trap. Space bandits demand a ransom to set the ship free.

***8.*** An enormous lump of space rock suddenly unfurls into a dark grey, cephalopod-like being and attacks the ship.

***9.*** A cosmic mist engulfs the ship, which begins to shrink. The crew stay the same size as the craft contracts around them.

***10.*** An ejector pod drifts slowly into view. The gaunt, alien occupant is waving at the crew frantically.

***11.*** A vital piece of ship hardware came loose many hours ago. The crew must retrace their route to find it.

***12.*** The ship gets caught in a temporal loop, reappearing in the same spot, sustaining more damage each time.

1d12

## CHANGE OF SPACE

Often your players' focus may be on the session destination, not the journey. That's why travel time can provide the perfect opportunity for a surprise encounter! An unexpected confrontation while en route to their next mission will keep even the most prepared party on their toes. It might also give you time to prep the boss battle you've got planned for their arrival!

# ASTRAL ANOMALIES

***1.*** A number of small, brightly painted ships are tethered together in a snaking caravan. The strong steel cables that link the vessels are decorated with fraying fabric scraps and glinting metal trinkets.

***2.*** This small planet is encircled by layers of dense foliage. Several large vines branch out and tangle around its nearest moon. The entire ecosystem rhythmically pulses, occasionally sending out a smattering of fine, toxic spores.

***3.*** A gargantuan purple planet is caught midway through a dark portal. It appears as a lone hemisphere floating in the darkness of space, shrinking infinitesimally as the portal slowly consumes it.

***4.*** A large golden statue of unknown origin drifts in space. Astrohistorians estimate it to be thousands of years old, belonging to a lost civilisation. From certain angles, its eyes appear to glow red.

***5.*** Positioned like the petals of a flower, multiple broadcasting dishes are attached around a central, glowing, yellow sphere. The station slowly rotates to find the clearest signal, while protecting its powerful energy source.

***6.*** What initially appears to be a burning planet is actually a sun being devoured by parasitic, wormlike creatures. The sound of explosions can be heard as the beings eat into pockets of gas.

***7.*** A massive, sleek cube absorbs all light in the vicinity, leaving only a black shape in the cosmos. It clicks and whirs, constantly adjusting its constituent parts, which appear to be millions of smaller cubes. Every so often, it seems to release gasses into the space around it.

***8.*** A system of crystalline, celestial bodies refract the light of a nearby sun, creating a slew of rainbows. Tourists flock to the area in droves, due to rumours of the light's healing properties.

1d8

# URBAN ENCOUNTERS

## LIFE IN THE CITY

**1.** Holoscreens around the metropolis flash with breaking news! The crew have been identified as wanted fugitives.

**2.** Scared citizens are fleeing the subway. Suddenly, a hulking lizard bursts out of the exit and runs towards the party.

**3.** Someone has stolen a box of credits from an outlet; they are fleeing on a grav-bike and the teller begs the party to follow.

**4.** The party gets swept up in a political protest; officers try to break it up, and the party are caught in the centre of a riot.

**5.** The mayor's transport convoy comes screeching past the party, as a squad of enigmatic assassins attack it from above.

**6.** A row of vending machines have malfunctioned. Chocolate bars and soda cans are being fired out at high velocity.

**7.** A pop star is launching their new fashion line in a retailer nearby, so swarms of fans are blocking the street ahead.

**8.** The crew see themselves in morbid graffiti around the city. Then, they spot the artist, who attacks them on sight!

**9.** An explosion sends the party flying. A musuem's generator has exploded, endangering visitors and priceless exhibits.

**10.** A spaceship is hovering over the party. They demand all their credits are wired to a nameless account promptly.

**11.** One hovercar crashes into another. Officers quickly grab the party as witnesses and ask for their verbal accounts.

**12.** A charlatan tour guide tries to persuade the party to sign up for a city sightseeing tour conducted on jetpacks.

1d12

## BUSY STREETS

High population density is one of the defining characteristics of any city, which means there are a lot of citizens your party might choose to speak to! Having a list of NPC names and descriptions on hand can be really helpful to serve as subway staff, impatient commuters or naive tourists. Fortunately, the tables at the front of this book are full of NPC ideas!

# METROPOLITAN AREAS

***1.*** Brimming with civic pride, the residents of this city praise its clean streets, low-emission vehicles and the lush vertical gardens that span the walls of many buildings.

***2.*** Once a thriving trade centre, this vast city fell into disrepair as the speed and ease of space travel improved. Centuries later, an emergent tourism industry has transformed many of the historic buildings into retro-themed restaurants and gift shops.

***3.*** Heavy smog shrouds this urban hub in constant shade and acidic drizzle, forcing citizens to carry umbrellas and wear head coverings as they walk between neon-lit businesses. Many also wear filtration devices to reduce the amount of pollutants they inhale.

***4.*** The plasma-powered monorail that circles the city centre was the first of its type in the galaxy. After a quick sightseeing ride, visitors eagerly follow vibrant smells and sounds to the lively streets below.

***5.*** Everything about this city celebrates the prestigious art college that it houses. Its colourful spires and the sprawling, bohemian residences below were designed by architectural alumni.

***6.*** Unable to expand outwards, growth on this island metropolis has always developed vertically. Few venture to the ancient dwellings at ground level, preferring instead to cross the city using the multitude of perspex skybridges or privately operated shuttles.

***7.*** Huge statues of hallowed deities top the city's tallest skyscrapers. Corporations seeking specific divine blessings, from knowledge to health, often work from buildings facing their associated deity.

***8.*** Built on a hexagonal grid system, this sprawling city covers most of the planet. Citizens rely on technology for food, leisure and even security; the latter is provided by huge, orbiting energy shields.

1d8

# DESERT ENCOUNTERS

## EVENTS IN THE DESERT

1. Strange, crystal columns rise out of the sand. They emit a gravitational pull that yanks the crew towards them.
2. Six-legged rodents pop out of holes to bite and steal supplies. They then burrow down and reappear in a different spot.
3. The party pass a caravan of silent travellers. A strange sigil suddenly burns in the pupils of each traveller, and they attack.
4. Two aliens approach the party, bickering. Each claims the other is their evil clone, but the pair look nothing alike.
5. Harsh winds unearth an abandoned dwelling. Nothing seems out of place, except the word ‘RUN’ carved on a wall.
6. Signs advertise hoverbuggy racing. Before they know it, the party are flung into a moving vehicle and join the race.
7. A stampede of grazing animals race past, kicking up dust; an enormous carnivorous beast is in quick pursuit.
8. The party realise the plants and clouds they see are repeating on a glitching loop. The scenery is a simulation.
9. Humidity changes make grains of sand in the party’s suits and gear clump together, causing their oxygen levels to crash.
10. A sudden solar flare rapidly heats the ground beneath the party, making the terrain molten and unsteady.
11. A desperate, thirsty crowd has gathered at an artificial oasis. The water replicator is in need of urgent repair.
12. The party meet a dazed pilot who says they just crash-landed, but the corroded ship debris nearby looks very old.

1d12

## SICK OF SAND?

Deserts provide an excellent challenge for any resourceful crew, but, as a GM, how can you bring variety and interest to a barren environment? Remember, a desert doesn’t have to be sandy, it could be an expanse of rock, dust, ice, salt, or an alien mineral of your own invention. Add in an intriguing encounter and suddenly your arid world is overflowing with excitement!

# BARREN TERRAINS

***1.*** Fierce winds create swirling sandstorms across the expansive desert plains. Travellers may occasionally glimpse clusters of stone skyscrapers on the horizon, but rarely for long enough to get their bearings in this disorientating environment.

***2.*** Heat shimmers are a permanent fixture above this planet's parched, cracked ground. All vegetation has been stripped to make space for enormous fields of corporate-owned solar panels.

***3.*** Emerald-green salt flats spread as far as the eye can see, traced with hexagonal ridges that oxidise with a coppery sheen. Streams of milky white silt indicate where water once flowed.

***4.*** This planet's orbit only grants it one hour of sunlight in every 50-hour day. The soft, violet sand that coats every surface glows faintly in the dark and illuminates sporadic, craggy rock formations.

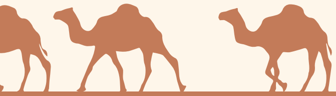
***5.*** The dunes on this planet have higher peaks than any mountain in the system. The challenging topography draws an eclectic mix of researchers, explorers and extreme sport fans.

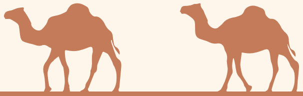
***6.*** Clear domes are positioned at intervals across the scrubland, providing access to subterranean dwellings. Wealthy citizens pay extortionate amounts to maintain lush gardens in dry conditions.

***7.*** The fine, grey powder that suffocates every inch of this world is inorganic – the byproduct of the planet's industrial past. Despite clear evidence, government leaders have failed to respond to reports that show the dust poses a significant threat to residents' health.

***8.*** This planet's smooth crystal surface is beautiful, but near impossible for crops or building materials to permeate. Nomadic groups use naturally occurring bands of colour in the crystal to navigate, treading the same polished paths as their ancestors.

1d8





# JUNGLE ENCOUNTERS

## TROUBLE IN THE TREES

**1.** The ground starts to rise up beneath the crew. They are stood on the back of a large, angry, shelled creature.

**2.** A crowd gathers around a tree that stands out from the others. They are tapping into the bark with a bizarre device.

**3.** Snarling, lupine creatures flank the party. They wear thick, metal collars that crackle with bright-pink electricity.

**4.** A high-tech research pod sits in a clearing. Signs suggest it has been decommissioned, but the lights are on inside.

**5.** The party fall through a patch of virtual undergrowth into a metal cage. A force field seals them inside.

**6.** The sunlight suddenly dims, revealing glowing text on a nearby plant. The words tempt the crew to take a closer look.

**7.** With loud cracks and thuds, the trees around the crew start to fall towards them without any obvious cause or pattern.

**8.** Above the treetops, red flares are being fired sporadically. Someone is tangled in a parachute, and needs help!

**9.** Floating mist descends and the temperature plummets. A holographic ghost appears suddenly before the crew.

**10.** An unsophisticated drone starts to follow the group. Clicks and whirs can be heard, as if it is capturing images.

**11.** A ship hovers overhead, using its tractor beam to abduct creatures from the jungle. It is advancing towards the party.

**12.** The crew are teleported off their path by unseen forces. Each member is separated and lost in the dense foliage.

1d12

## SAFE HAVEN OR HOSTILE SITE?

Travelling through the trees can provide a crew with good cover, especially if they need to escape from those with an eye in the sky or maybe the fallout of an intense weather event. But, jungles hold mysteries of their own, ready to be stumbled upon by unsuspecting explorers. Will they meet a reclusive population, or perhaps discover a riddle from the distant past?

# LEAFY LANDSCAPES

***1.*** Gargantuan, oval leaves starve the ground of daylight, making it difficult for most species to see the path ahead. Small, wide-eyed mammals scurry through the dark undergrowth, lapping at the blue, crystalline droplets that form on the foliage.

***2.*** Fluid-filled vines hang between the branches of the jungle's trees, latching onto the clothing of those who pass by. The vines appear to be part of a sprawling, sentient life form that reacts to light, sound and other stimuli.

***3.*** The bark of this planet's spindle-thin, orange trees crackles and spits as if on fire. The white-hot sparks that the trees infrequently emit can be hazardous to both health and equipment.

***4.*** Acidic, purple puddles from regular downpours create treacherous ground for those unfamiliar with the forest's terrain. The eroded remains of animals and small, wooden bridges litter the area.

***5.*** Gentle breezes waft through the delicate leaves of tall, willowy trees, bringing with them the sound of caws and chirps from unseen birds. Local groups attribute the noises to omniscient, avian gods.

***6.*** The trees on this planet are covered with a spongy, pink fungus that smells sweet when cooked. Local inhabitants used to give this delicacy to passing travellers, until a food corporation began invasive farming and harvesting operations in the forest.

***7.*** This planet's sharp bracken and vegetation grows and shrinks in length depending on the locations of its orbiting moons. During rare lunar alignments, almost the entire planet is consumed by plants.

***8.*** Three bright-blue suns beat down on the land. The tree cover is almost entirely translucent, providing scarce shade for any explorers or reptilian animals that traverse the dry and dusty undergrowth.

1d8

# FROZEN ENCOUNTERS

## SNOWY SITUATIONS

1. As the crew pass by, a nest of frost-covered eggs begin to hatch. The strange birdlike creatures imprint on the crew.
2. Vibrations from a subterranean engine trigger an avalanche on the surface, blocking the crew's path in all directions.
3. A previously cloaked ship opens fire. The crew are told they have violated a treaty by trespassing in this area.
4. Bizarre ice sculptures actually house six occupied stasis pods, all marked with the logo of a peacekeeping group.
5. A robot in distress hails the crew. Their human friend has fallen into a crevasse and they are unable to rescue them.
6. A radio transmission warns the crew about a great beast stalking the area, just as they hear a howl behind them.
7. Two lost explorers ask the crew to settle an argument. They can't agree on the route they should be following.
8. The ground cracks beneath the crew, plunging half of them into water, while the rest float on separate fragments of ice.
9. A lone station mechanic walks past without a coat or shoes on. They are skittish, forgetful and covered with blood.
10. Winds clear the snow briefly, revealing a stash of crates buried below thick ice. Each is marked with a bank's logo.
11. A blizzard strikes without warning, reducing visibility and playing havoc with navigational equipment.
12. A pair of scouts offer assistance navigating the glacier ahead. However, they soon attempt to rob the crew.

1d12

## ON THIN ICE

Think about the chilling challenges that snowy terrains and low temperatures would pose for your crew; extended periods of exploration may push them to the limits of their endurance. It's important to remember that even a simple encounter could prove dangerous, as exhaustion and the crew's desire for shelter begins to get the better of them.

# ICY LOCATIONS

***1.*** As a result of aeons of violent climate shifts, these vast ice sheets contain a diverse range of preserved biome types. Scientists gather to excavate and study the properties of each layer of ice.

***2.*** Powerful winds constantly batter a small settlement on the edge of a glacier. Ruins show where buildings were once torn from their foundations, while other huts are tethered in place with steel ropes.

***3.*** Towering mining rigs rise out of the tundra; thick icicles hanging from their steel gantries. A series of tracks criss-cross the snow between the structures, but there is no evidence of activity at a landing pad reserved for corporate management.

***4.*** A shipment of expensive terraforming equipment was abandoned here after the machines proved unusable in the brutal, sub-zero temperatures. Now, a thriving ecosystem of organic life forms live and hunt in this mechanical graveyard.

***5.*** This wealthy metropolis taps into geothermal activity to power its luxurious residential, civic and industrials hubs. Inhospitable lava fields and snow-topped mountains lie beyond the city limits.

***6.*** Steep, unstable surfaces make this narrow pass dangerous for travellers. The cold weather preserves anything buried under heavy snowfall, including tools, fresh supplies and unlucky explorers.

***7.*** An unusual combination of meteorological phenomena has created a forestlike structure of branching ice formations. The way sunlight refracts through the sparkling structures is beautiful but disorientating, as are the echoing cracks and creaks of the ice.

***8.*** A domed, white concrete roof is only distinguishable from the surrounding snowdrifts by a fluttering coloured flag. Inside, a free hostel provides warm beds and a hot meal to anyone in need.

1d8

# AQUATIC ENCOUNTERS

## WHAT'S IN THE WATER?

**1.** The only way forward is through a deep, oceanic trench. The water pressure is intense, and there is no light.

**2.** A leviathan the size of an intergalactic warship glides past, accompanied by a host of smaller, parasitic life forms.

**3.** The party get lost in a glade of kelp. The seaweed grows to 60 feet tall, obscuring visibility and entangling equipment.

**4.** Aquatic aliens ambush the party. The attackers are equipped with advanced weapons and jet thrusters.

**5.** A large carcass of a marine animal has attracted deadly scavengers. The party will need to avoid their attention.

**6.** The party get caught in a powerful current. They travel 1d6 miles off course for every minute spent in the current.

**7.** A cargo container sinks to the seabed. The impact causes the doors to creak open, revealing stacks of high-tech gear.

**8.** Mournful cries alert the party to a mother sea mammal trying to free her calf from an electric-pulse fishing net.

**9.** The crew's scanners scramble the sound system on a passing disco submarine. Angry partygoers demand a quick fix.

**10.** A minefield blocks the party's path. Blowing one of the floating metal explosives could trigger the rest.

**11.** An enormous pipeline suddenly bursts. Thick, viscous, black oil spurts out, polluting the nearby water.

**12.** The water temperature drops rapidly. Ice starts to form on the surface, and the party's visors begin to frost over.

1d12

## GETTING IN DEEP

Even on our own planet, we know less about what lurks under the sea than in the skies above, so its hard to imagine what dangers alien oceans might pose. Depending on your crew's genetics, the jeopardy of any underwater encounter will also increase as their oxygen levels deplete. Creating this sense of urgency for your players can make for a thrilling session!

# UNDERSEA ENVIRONMENTS

**1.** Highly acidic, yellow oceans cover the vast majority of this world. Suboceanic seismic activity is common, leading to hazardous underwater plate shifts, volcanic fissures and surface tsunamis.

**2.** Junk from all over the galaxy ends up on this huge, underwater scrapheap. Treasures may lurk amidst the obsolete machinery and retired spaceships, although most items have rusted beyond repair.

**3.** A tyrannical leader insisted on dying the planet's oceans red, as a warning to their enemies. Decades later, the colour has faded to a sickly orange, and aquatic life has begun to exhibit bizarre mutations as a result of the chemical imbalance.

**4.** Millions of computer servers are housed in underwater bunkers, kept cool by the low water temperature. Access for workers is mainly via mini-submarine, but some hardy, amphibian locals dive to harvest molluscs from the concrete bunker walls.

**5.** Citizens live in this planet's murky, green waters as a way to avoid land taxes. Rough-hewn, subaquatic pods are bound together using steel cables to create spherical, underwater villages.

**6.** Ranging from vivid pink in the shallows and rich purples and greens in the waters beyond, the striking colours of this ocean are caused by different species of micro-organisms found at each depth.

**7.** Those who brave the turbulent waves on the surface of this stormy planet find calmer waters below. The inclement weather disrupts satellite trackers and other surveillance devices, making the underwater settlements a popular hiding spot for lawbreakers.

**8.** Busy, urban developments sprawl across the sea floor. Known as surface-scrapers, the tallest buildings are designed to resemble the structure and colours of the surrounding coral reefs.

1d8

# RESTRICTED AREAS

There's nothing more tempting to a group of adventurers than a 'Do Not Enter' sign. Give your party just enough information about a site's curious history, and they will soon be scaling the fence to find out more.

## THIS SITE IS ABANDONED BECAUSE...

1. the police raided it and shut down a dispensary owned by a unlicensed pharmacist.
2. a squadron of security robots who were never deactivated still guard the area.
3. the structures are built over an unstable sinkhole.
4. an arson attack targeted the top-secret intelligence servers that were once hidden here.
5. plans to build a mining station are being appealed by locals.
6. illegal dumping of nuclear waste led to noxious radiation permeating the environment.
7. a temporal anomaly causes time to pass quicker within the perimeter than outside it.
8. it was used as a safe refuge during a period of civil war, which has since ended.
9. it is a nesting site for a swarm of deadly, winged insects.
10. the peeling paint on the walls gives off fumes that have a hallucinogenic effect.
11. the area was identified as a potential landing place for a meteoroid shower.
12. it got a reputation for danger when rival gangs used it as a place to conduct illicit deals.
13. a clinical trial to test a potent strength serum on chimps went horribly wrong here.
14. toxic building materials were used during its construction.
15. a journalist exposed it as the HQ of a government division that deals with alien threats.
16. hyper-intelligent rodents claimed it as their own, and set traps for outsiders.
17. a rare form of sentient ooze lives in the soil.
18. it is considered a memorial, after a heroic outlaw made their last stand here.
19. anguished howls can be heard here every night.
20. the last will and testament of a reclusive business owner demanded it be kept empty.

1d20

# ABANDONED SITES

**1.** Half a dozen small, but solid, brick bunkers dot the area, each with tightly sealed blast doors. Beneath the surface, long, twisting corridors connect government situation rooms. The maps and diagrams taped to the walls are brittle and yellowing.

**2.** Luggage is messily strewn around the guest suites of this luxury hotel, as if the occupants have just stepped out for dinner. Only the heavy layer of dust that coats every surface shows how long these expensive possessions have been left untouched.

**3.** The outbuildings of this isolated farmhouse contain scrap from old agricultural machines, and a pair of harvest androids in standby mode. The scent of rust and stale manure lingers in the dusty air.

**4.** Plasma scorch marks create angry scars on the walls of this stark military hospital, indicating a hard-fought battle took place here. All stores of medical supplies have been long since ransacked.

**5.** A collection of discarded shipping containers surrounds several dingy warehouses. Inside, rainwater drips onto crates of recalled food, appliances and technology, dumped here by manufacturers.

**6.** Wildflowers and tree saplings have embedded their roots in a thick, concrete dome that once protected a nuclear reactor. Since the site was decommissioned, thrushes have also begun nesting in the derelict cooling towers, filling the area with the echoes of their song.

**7.** Retired commercial airliners and private jets have sunk into the asphalt of this dilapidated runway. Holes in the fence and evidence of makeshift resting spots within the planes don't appear recent.

**8.** This gated estate has stood empty since its wealthy owner was imprisoned. A gaudy collection of marble statues and taxidermy alien creatures decorate a sauna, home office and VR media room.

1d8

# MUTATED MONSTERS

## TYPES OF MUTANTS

**1.** Siltsnappers – Crocodilian humanoids with a taste for oil.

**2.** Pyrophibians – Speckled creatures with bloated bellies full of combustible air.

**3.** Gulchers – River dwellers with a reputation for dragging sewer workers under the water.

**4.** Peeled Ones – Floating, fleshy blankets who wrap themselves around unwitting hosts.

**5.** Atomisers – Luminescent husks who emit radiation.

**6.** Colossi – Hulking creatures with rippling muscles and skin as hard as granite.

**7.** Lurkers – Spindly, six-limbed humanoids who scuttle and feast in dark places.

**8.** Cornugores – Skeletal beasts who charge at their prey and skewer them on their horns.

**9.** Misery Pixies – Short, winged carnivores who travel in large swarms and devour livestock.

**10.** Ingots – Shiny and fast; they use their bulbous noses to sniff out copper to consume.

**11.** Powerbats – These sightless creatures siphon energy from docked spacecraft.

**12.** Simus – Covered in fur, with sharp teeth and bladed tails.

**13.** Serkets – Smooth armour plating protects their lithe bodies and pincered hands.

**14.** Odd Bombs – Known for exploding when they sense danger; scruffy and stinky.

**15.** Pnippers – Covered in toothy cavities that gnash, chuckle and demand to be fed.

**16.** Anglers – The jagged spines on these carnivores resemble colourful coral.

**17.** Headbots – Hardware juts out of these creatures; they are now controlled by AI.

**18.** Vipers – Slimy humanoids with venomous saliva.

**19.** Killeroos – Muscular hind legs propel these monsters into the air and onto their prey.

**20.** Flora – Nanocrystals in their skin help them change colour, making them hard to spot.

1d20

## THIS CREATURE WAS CREATED...

1. during a twisted, government experiment to weaponise DNA.
2. after a plasma reactor failed; the facility's employees were transformed during the event.
3. following the outbreak of an alien virus that altered the genes of any other species.
4. during a pharmaceutical trial; the test product was designed to reduce body odour.
5. after inhaling a microfungus that grows in the cranial cavity of its host.
6. after being exposed to a high dose of zeta radiation during a pioneering medical procedure.
7. as part of a failed batch of corporate workforce clones.
8. after drinking a tonic that was made and sold by a shady, unauthorised vendor.
9. by a cult leader who promised to 'upgrade' their followers into 'transfigured beings'.
10. when they travelled through a wormhole in a spacecraft without energy shields.

1d10

## MONSTER LAIRS

1. Abandoned canning factory full of dusty tins of sardines.
2. Old subway station; when trains stop running at night, it becomes a hive of mutants.
3. Islands within a misty swamp where visibility is poor and prey can easily become lost.
4. Space station wreckage; mutants survive here despite limited resources.
5. Ramshackle camp made from pieces of metal and wood that have been scavenged nearby.
6. Slimy sewer system; the maze of tunnels makes an excellent hunting ground.
7. The thirteenth floor of a high-rise office building.
8. Vast ward in a deserted hospital, which was closed due to low hygiene standards.
9. Half-finished construction site; its staff are currently on strike, seeking a pay rise.
10. Underground laboratory of an infamous geneticist who collected rare specimens.

1d10

# ROBOT GENERATOR

## APPEARANCE

**1.** Tall with long limbs.
**2.** No casing; exposed wires.
**3.** Uncannily humanoid.
**4.** Cylindrical, like a trash can.
**5.** Blocky and angular.
**6.** Smooth and sleek.
**7.** Cute and colourful.
**8.** Rusty, out-of-date model.
**9.** Small head, large torso.
**10.** Made of scrap metal.
**11.** Bold, vibrant paint job.
**12.** Small and spherical.

1d12

## COMMUNICATION

**1.** High-pitched chirps.
**2.** Strings of binary code.
**3.** Speaks an ancient dialect.
**4.** Very basic vocabulary.
**5.** Green and red lights.
**6.** Well-spoken and refined.
**7.** Asks lots of questions.
**8.** Emoji display screen.
**9.** Telepathic link.
**10.** Repeats heard phrases.
**11.** Text display screen.
**12.** Makes jokes and puns.

1d12

## MOVEMENT

**1.** Hops using a sprung stilt.
**2.** Rolls on a metallic ball.
**3.** Totters on three legs.
**4.** Rolls on twin rubber tracks.
**5.** Walks on two legs.
**6.** Hovers using a jetpack.
**7.** Crawls on many limbs.
**8.** Drives on four wheels.
**9.** Bounces on coiled springs.
**10.** Glides on a smooth base.
**11.** Floats on grav-repulsors.
**12.** Scuttles on eight legs.

1d12

## UTILITY

**1.** Refrigerator in torso.
**2.** Several HD cameras.
**3.** Shoulder-mounted cannon.
**4.** Holographic projector.
**5.** Long-range comms device.
**6.** Translates in real time.
**7.** Large capacity data storage.
**8.** Mounted flamethrower.
**9.** Mechanical wings for flight.
**10.** Multifunctional tool set.
**11.** Embedded microwave oven.
**12.** Vacuum cleaner nozzle.

1d12

## ROBOTIC IMPERATIVES

**1.** Assassinate designated targets with stealth and precision.

**2.** Repair and refuel spaceships after they enter a docking bay.

**3.** Make sure each room of the assigned dwelling is clean and suitable for organic survival.

**4.** Create bespoke cocktails for patrons based on individual sensory analysis scans.

**5.** Knit satisfactory clothing items to suit a range of different species' appendages.

**6.** Process raw metal ore into identical ingots, using heavy refining equipment.

**7.** Test water sources and certify them for organic consumption.

**8.** Track planets and satellites through the night sky over an extended period of time.

**9.** Hunt down and destroy enemy soldiers and strategic military encampments.

**10.** Keep a selection of aquatic organisms alive by cleaning their tanks and feeding them.

**11.** Track the number of visitors who enter and exit large conventions and concerts.

**12.** Work a super-heated pizza oven to produce tasty slices.

**13.** Pour hazardous cleaning products into spray-nozzle bottles and containers.

**14.** Document small insects and animals for scientific archives using macrophotography.

**15.** Carry radioactive waste from factory floors to a compactor.

**16.** Serve as a bodyguard, assessing any location for threats ahead of entry.

**17.** Connect calls between two or more comms networks.

**18.** Perform basic, restorative surgery on wounded or diseased organic life forms.

**19.** Scan through old-fashioned paper documents and convert them into digital formats.

**20.** Moderate several internet forums and meet the needs of the online members.

1d20

## INORGANIC LIFE FORMS

Droids are often created with humanoid senses and communication styles that fulfil a specific purpose. However, that doesn't mean they need to roll off the conveyor belt looking like a human! When designing your robots, why not add fun and different features like tank tracks, wings or a prehensile tail?

## LEADER DESCRIPTIONS

**1.** Fiha-Ray – Glamorous figure whose melodic voice helps them give inspiring speeches.

**2.** Odonata Zygo-Ptera – Dozens of mirrored, multifaceted eyes reflect their surroundings.

**3.** Crimzonia – Always wears long red robes and a steel mask with rodent features.

**4.** Jelen Yu – Their shapeshifting form often reflects the person they are talking to at the time.

**5.** Dokk Tol – Their sinister smile reveals rows of sharp incisors, covered in brown stains.

**6.** Traz Greel – Heavily studded, pointed ears carry jewels that commerate their victories.

**7.** Amsua Varate – Punctuates their speech by flaring flaps of skin on the sides of their neck.

**8.** Netreo Plannobo – Petite, paranoid leader; frequently paces and talks about coups.

**9.** Kravitus Sinnge – Warmonger with a large, transparent head.

**10.** Skullskale the Bold – Genius reptile who wears high-tech armour of their own design.

**11.** Emperex El Aine – Looks like a human adolescent, but is many centuries old.

**12.** High Serpentus Brev – Wears a heavy, traditional, fur cloak over smooth, snakelike skin.

**13.** P4-3GI – Sometimes flickers out of sight; rumoured to be a holographic replacement.

**14.** Bildjoun Merrk – Huge and muscular, their six arms are covered in bulging veins.

**15.** Istridia Lei – A star tattoo on their smooth green forehead marks them as leader.

**16.** Dollus X – The ninth clone of a former leader; can access all their predecessors' memories.

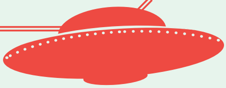
**17.** Rel Lutuns – This leonine figure rarely stirs from their huge amber throne.

**18.** Vezpil Quell – Only appears via distorted video link; two forehead antenna are visible.

**19.** Majesty Sllarm – Ineffectual leader controlled by advisors; often dripping in blue sweat.

**20.** Hteb Cin – Wears a crown of electrical wires on each head.

1d20



# ALIEN SETTLEMENTS

**1.** The walls of this deep cavern are lined with individual cave openings in a honeycomb-like pattern. The only illumination comes from an enormous mass of glowing eggs that dangles in the centre of the space, and seems to pulse and hum with energy.

**2.** Set up in a roughly gridlike pattern, huts made from organic pulp have been reinforced with sheets of corrugated metal. Handbuilt heating and sanitation systems suggest this temporary settlement has become a permanent home for many of the residents.

**3.** Rows of warehouses contain dozens of stasis pods that are connected with fleshy wires. The centre of this neural network is an octagonal shed that only the population's leader can access.

**4.** Both this treehouse-style base and the huge arboreal structure it is built on appear to be made of glass. Purple light runs like veins through translucent branches that sway gently in the wind.

**5.** This settlement is built in circular sections within resource-rich lunar craters. The interiors of each domed house feature gleaming surfaces that are covered in high-tech panels and data displays.

**6.** A camouflaged hangar door opens silently to reveal a heavily defended base, built into the side of a mountain. Beyond the hangar, DNA-locked blast doors open into artificially lit, rock-hewn corridors.

**7.** An enormous wheel-shaped station floats in space. The busy population live in pods on the wheel's circumference, but all beings regularly gather for briefings in the huge chamber at its centre.

**8.** The jewel in a magnificent city, this grand palace has towering obsidian walls. Light streams into an elaborate throne room through the split crystal in its roof, which can be opened to allow the leader's personal vessel direct access to their centre of operations.

1d8

# LASTING MEMORIES

Next time one of your players decides their backstory involves a case of amnesia, don't forget to refer back to this page! You might find a formative memory that they had lost or suppressed. These are also useful ideas if your players use psionic powers or tech to go delving into the mind of an NPC.

## FOND RECOLLECTIONS

1. A family member is holding you aloft as a child; you are pretending to be a pilot.
2. You are sitting peacefully, watching a twin sunset.
3. Music blasts from speakers all around you, as you dance the night away at a busy club.
4. You are celebrating your graduation with classmates.
5. You are relaxing and sharing jokes with friends from work.
6. Realistic waves lap at your toes, as you and a loved one stand on a stunning VR beach.
7. As your mentor tells you a story, you feel safe and calm.
8. You meet your beloved robopet for the first time; they greet you enthusiastically.

1d8

## PAINFUL FLASHBACKS

1. You are trapped in an airlock; your cries for help go unheard.
2. Flames engulf the training centre you are studying in.
3. In the chaos of a war zone, you cannot save your ally from enemy plasma rounds.
4. You are strapped to a gurney; a scientist approaches you holding a vial of serum.
5. A guard is mocking you from the other side of cell walls.
6. After fleeing your captors, you hide behind a bin; they soon catch up and drag you away.
7. The ground hurtles towards you; your ship is in free fall.
8. An undercover officer arrests you in front of your family, causing total humiliation.

1d8

# DREAMS AND VISIONS

Will your players enjoy a peaceful night's sleep, or one plagued by disturbing visions? Let's hope no one is unlucky enough to spend decades of cryosleep dreaming of scuttling nanospiders...

## PLEASANT DREAMS

1. You are being presented with a lifetime achievement award in front of all your peers.
2. A loyal mastiff wearing shiny, golden armour walks with you through a grassy meadow.
3. Electronic sheep jump over fences made of blocky pixels.
4. The person you love most in the galaxy is cooking your favourite breakfast.
5. You are the star player in your favourite sports team; your actions have won the game.
6. Without using any machinery, you are flying up and out of the planet's atmosphere.
7. You are a giant hamster chef who hosts a cooking show on a popular TV channel.
8. The butler on your yacht finds a bag of diamonds below deck.

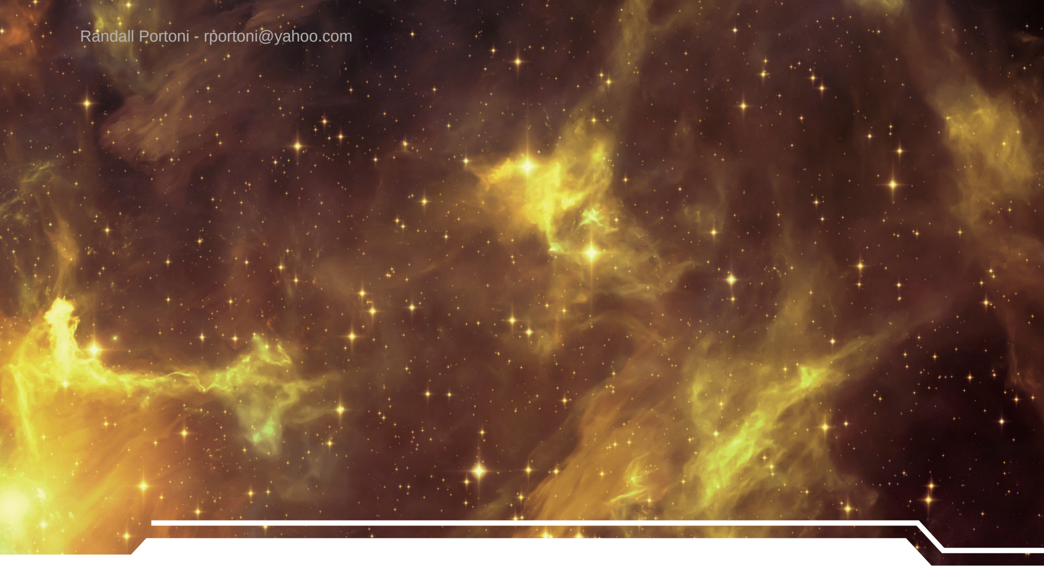
1d8

## TERRIFYING NIGHTMARES

1. A huge, reptilian creature is chasing you through a dense forest; you cannot outrun it.
2. You are drifting in space with no life-support suit or tether.
3. You are on stage in front of a room of dignitaries, wearing only your underwear.
4. A loved one peels off their face and reveals themselves to be your greatest nemesis.
5. Cartoon animals sing a cheery tune, then explode violently.
6. Alarms blare out, warning you that radiation is flooding into your damaged ship's cockpit.
7. As you clean your teeth, thousands of nanospiders emerge from the plughole.
8. Your best friend accuses you of stealing; as you argue, you find the item in your pocket.

1d8

# COMBAT AND INJURIES



Action stations! When combat occurs, raise the stakes by using the critical hit and miss tables in this chapter. Suddenly, your crew's successes and failures are more epic than ever before! You'll also find random tables for common sci–fi threats such as illness, injury and stress.

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# MELEE CRITICAL HITS

## CRITICAL HIT. BAM!

| | |
|---|---|
| **01–49.** | You make it look easy! You score a regular critical hit. |
| **50–54.** | While their eyes are watering, you are able to pickpocket a small item from your foe. |
| **55–59.** | Your enemy's ability to defend themselves is limited during the next round. |
| **60–62.** | Your enemy groans, and moves sluggishly on their next turn. |
| **63–65.** | The force of your blow causes your enemy to stagger away from you. |
| **66–68.** | You find it easier to hit this target on your next turn. |
| **69–71.** | If an enemy witnessed this attack, they avoid hitting you on their next turn. |
| **72–74.** | Your strike successfully disarms your enemy, as well as injuring them. |
| **75–77.** | A residual burst of adrenaline reduces any damage you receive on your next turn. |
| **78–80.** | You break a piece of your enemy's equipment, such as their comms unit. |
| **81–83.** | Your enemy is visibly trembling and frightened of you for the rest of the fight. |
| **84–86.** | You're on a roll! It is easier to hit any enemy target on your next turn. |
| **87–89.** | You are running rings around your foe, and can move twice as quickly on your next turn. |
| **90–92.** | You are able to grapple and hold your enemy in place, if you would like to. |
| **93–95.** | That looked painful. Add an extra die roll to your damage. |
| **96.** | Unless they can quickly recover their footing, your target falls over. |
| **97.** | Your enemy is so surprised, they cannot move or act during their next turn. |
| **98.** | You manage to dodge the next attempt to hit you. |
| **99.** | Your increased confidence ensures no one can frighten you for the rest of this fight. |
| **100.** | Roll twice on this table, keep both critical hit effects, and show them who's boss! |

1d100

## A SWING AND A CRITICAL MISS

| | |
|---|---|
| **01** | You hit yourself instead! Roll your regular damage and deduct it from your health. |
| **02** | You accidentally hit a nearby ally for half the damage of the strike. Apology needed. |
| **03** | Your momentum carries you forwards and you fall flat on your face. |
| **04** | That was bad for morale. Your allies must make a save to avoid second-hand stress. |
| **05** | Your suit gets damaged and your protection is reduced. |
| **06-08** | Your enemy is able to use your mistake to react and make their own attack. |
| **09-11** | That was draining. You feel more stressed than before. |
| **12-14** | Even if your next hit is successful, it lacks power and only deals half damage. |
| **15-17** | You break your weapon and will need to find somewhere to repair it. |
| **18-20** | Make a save, or be frightened of your target next round. |
| **21-23** | Your enemies all taunt and target you on their next turn. |
| **24-26** | You pull a muscle and take a point of damage each turn until the end of combat. |
| **27-29** | You start to question where it all went wrong; your speed is halved on your next turn. |
| **30-32** | You kick a nearby inanimate object in frustration and take 1d4 points of damage. |
| **33-35** | You get tangled in your own equipment and must make a save to avoid being grappled. |
| **36-38** | Feeling lucky, your target has a better chance of hitting you next round. |
| **39-41** | You overthink your next strike so it is much harder to hit your target. |
| **42-44** | Trying to avoid their pitying stare, you move away from your target. |
| **45-49** | An enemy filmed your miss, and has shared it online. |
| **50-100** | You swung wide and missed. Is that all you got? |

1d100

## TAKE THE LAW INTO YOUR OWN HANDS

You could use these advanced critical hits and misses to keep your players on their toes whenever combat arises, or save them for epic boss battles to increase the threat of a finale. Whenever you use them, don't forget to roll for any enemy critical results, too! It's only fair.

# RANGED CRITICAL HITS

## RIGHT ON TARGET, CRITICAL HIT!

| | |
|---|---|
| **01–49.** | Perfect shot. You score a regular critical hit. |
| **50–54.** | Buoyed by your success, you move twice as fast this turn. |
| **55–59.** | You hit your target's hand, and they drop their weapon. |
| **60–62.** | Ouch, that winded your opponent. Their speed is halved on their next turn. |
| **63–65.** | To avoid angering you further, your foe doesn't target you on their next turn. |
| **66–68.** | Your enemy stumbles and faces a challenge to stay on their feet. |
| **69–71.** | Your weapon is now locked on this target, so you find it easier to hit them next time. |
| **72–74.** | Your hit scrambles your foe's comms device, so they are briefly deafened by static. |
| **75–77.** | Your incredible accuracy makes your enemy frightened of you. |
| **78–80.** | While your foe is distracted, you can hide if there is something to obscure you. |
| **81–83.** | Blood loss causes your foe more damage next round. |
| **84–86.** | Dazed, your target struggles to make their next attack. |
| **87–89.** | Any allies of the foe you hit will have to test their resolve, or become scared. |
| **90–92.** | Your enemy must retreat away from you immediately. |
| **93–95.** | Honing your technique makes it easier for you to hit any target on your next turn. |
| **96.** | You damage a personal item belonging to your enemy, increasing their stress level. |
| **97.** | Your hit causes your target's weapon to discharge and hit one of their allies. |
| **98.** | You destroy an element of your target's armour, reducing their defences. |
| **99.** | Your weapon glitches and makes two attacks, dealing equal damage to another foe. |
| **100.** | Double tap. Roll twice on this table, and keep both critical hit effects. |

1d100

## UH OH, CRITICAL MISS...

| | |
|---|---|
| **01** | Your weapon backfires and you take the full damage of your own attack. |
| **02** | Your aim is way off and you hit an ally; they take full damage from your attack. |
| **03** | The recoil of your weapon is stronger than expected and knocks you off your feet. |
| **04** | You shoot yourself in the foot! You must move at half speed until it is healed. |
| **05** | Your weapon jams and you can't use it on your next turn. |
| **06-08** | Embarrassed by your miss, you pull back and move away from your target. |
| **09-11** | Your foes decide you are easy prey and they all target you during the next round. |
| **12-14** | You drop 2d6 pieces of ammunition. |
| **15-17** | Your palms begin to sweat and you find it hard to aim on your next turn. |
| **18-20** | This isn't going well. Your stress level increases. |
| **21-23** | Smoke coming out of your weapon obscures your sight. |
| **24-26** | Your enemies breathe a sigh of relief and their stress levels decrease. |
| **27-29** | You groan loudly; your foes now all know your location. |
| **30-32** | Unless your constitution is strong enough, you vomit as your action next turn. |
| **33-35** | Your attack ricochets off a nearby surface and hits you for half damage. |
| **36-38** | You get overly cautious; your next hit only causes half the damage of a regular hit. |
| **39-41** | The sound of your weapon deafens you and foes find it easier to hit you next time. |
| **42-44** | Thrown by your failure, the ally closest to you struggles to make their next attack. |
| **45-49** | Your suit gets stained with grease from your weapon; it will cost you to clean it. |
| **50-100** | You need more training, hot shot – you missed! |

1d100

## SHOOTING IN SPACE

Certain sci-fi settings may introduce environmental considerations that affect your players' ranged attacks, for example the increased recoil experienced in low gravity. Make sure your players know how strict the laws of physics are at your table before they open fire. Pew pew!

# SHIP CRITICAL HITS

## CRITICAL HIT, CAPTAIN!

| | |
|---|---|
| **01–49.** | That's a direct impact, scoring a regular critical hit! |
| **50–54.** | The enemy ship is pushed backwards due to the force of the attack. |
| **55–59.** | You've perfected your aim! It is easier to hit any enemy on your next turn. |
| **60–62.** | The blow shakes the vessel and all enemy crew are knocked to their feet. |
| **63–65.** | The enemy's engines misfire, halving the distance they can move on their next turn. |
| **66–68.** | You are now locked onto your target. It is easier to hit this enemy on your next turn. |
| **69–71.** | The enemy vessel is now disadvantaged when trying to make a hyperspace jump. |
| **72–74.** | 1d6 members of the enemy crew begin to abandon ship, as a fire breaks out on board. |
| **75–77.** | The enemy ship's captain experiences increased stress. |
| **78–80.** | Your hit affects your enemy's steering system, reducing their manoeuvrability. |
| **81–83.** | The ship's autopilot kicks in; it uses the vessel's next movement to retreat. |
| **84–86.** | The enemy ship's cargo hold is compromised; 1d100% of their supplies are destroyed. |
| **87–89.** | You sever dishes and aerials, destroying the enemy ship's communications array. |
| **90–92.** | The speed with which you strike allows you to attempt a second attack. |
| **93–95.** | The enemy's engine stalls, and they cannot move on their next turn. |
| **96.** | The strike triggers a secondary explosion; roll additional damage dice. |
| **97.** | Your attack destroys an enemy weapon; it is out of action for the rest of combat. |
| **98.** | Your hit disables any shields on the enemy's ship. |
| **99.** | The enemy vessel's life-support systems begin to fail. |
| **100.** | Roll twice on this table, and keep both critical hit effects. What an epic battle! |

1d100

## CRITICAL MISS – SYSTEMS FAILURE

| | |
|---|---|
| **01** | Your engine shuts down, leaving you with no power, weapons or shields. |
| **02** | The weapon breaks and must be repaired before it can be fired again. |
| **03** | Your strike is deflected back at you and you receive all the associated damage. |
| **04** | The individual who made the attack receives a painful shock from the faulty tech. |
| **05** | The misfire damages your hull, reducing your defences. |
| **06–08** | Your targeting systems must be rebooted; you cannot fire a weapon on your next turn. |
| **09–11** | Your enemy is quick to react and is able to immediately take an extra attack at you. |
| **12–14** | You've drawn attention to yourself. All enemies will target you this round. |
| **15–17** | A bright flash blinds your crew for the next round. |
| **18–20** | The enemy vessel moves into a better tactical position. |
| **21–23** | Each member of your crew must make a save to avoid their stress levels rising. |
| **24–26** | The attack draws power from your thrusters, reducing your movement next turn. |
| **27–29** | The weapon has jammed and fires at a disadvantage the next time it is used. |
| **30–32** | Reeling from the miss, you are less likely to succeed on your next attack. |
| **33–35** | Your weapon overheats and the cockpit fills with smoke. |
| **36–38** | A jolt in power sets off the onboard sprinklers and deafening alarm systems. |
| **39–41** | The failed attack causes a pulse that knocks your ship slightly off course. |
| **42–44** | One of your escape pods detaches and drifts away. |
| **45–49** | Your hull is badly scratched, dented, scuffed and scraped. |
| **50–100** | Not the finest moment in your crew's history... you missed your target. |

1d100

## BATTLE STATIONS

Applying one of these critical miss effects can really increase tension during combat. Suddenly, the ramifications of their actions are intruding on the crew and making the threat feel more real. Alternatively, giving an extra boon with a critical hit can really make your party feel that the fight is going their way!

# DEALING WITH STRESS

Use these tables to elaborate on how characters can experience stress and ways they can alleviate this condition. When their characters get stressed, be sure to check all your players are still having fun!

## STRESS EFFECTS

***1.*** Your heartbeat echoes in your skull and you struggle to hear.

***2.*** Your fingers tremble, making it hard to grip items, operate tools or pull a trigger.

***3.*** A tension headache makes it difficult to concentrate and impairs your vision.

***4.*** You are so worried and anxious, you find a nearby hiding place and refuse to leave.

***5.*** You are filled with dread, making your limbs feel heavy. Your movement is slowed.

***6.*** Nervous energy causes you to giggle uncontrollably, leaving you incapacitated.

***7.*** Your speech becomes garbled and your allies are unable to understand your meaning.

***8.*** You become dizzy as a result of hyperventilating.

1d8

## RELAXATION TECHNIQUES

***1.*** You close your eyes and think of a calming location that you once visited on vacation.

***2.*** A series of gentle stretches loosens your mind and body.

***3.*** You listen to a calming playlist of acoustic folk songs, curated by a good friend.

***4.*** You sip from a warm flask of soothing chamomile tea that you keep on your person.

***5.*** For 1d6 minutes, you dance like no one is watching.

***6.*** You have a quick cuddle with your favourite childhood teddy bear.

***7.*** You redirect your energy into doing tricks on a fidget spinner, elastic band or yo-yo.

***8.*** You watch an amusing viral video of a piano-playing cat wearing a pickle costume.

1d8

# WARP SIDE-EFFECTS

Travelling at warp speed can have a serious effect on the body. When your party make a hyperspace jump, get them to roll on this table of possible side-effects. They might decide to take the scenic route next time...

## REACTIONS TO HYPERSPACE TRAVEL

| | |
|---|---|
| **01** | You get left behind, as the ship warps without you. |
| **02** | You swap consciousnesses with another sentient being on board the ship. |
| **03** | Your vision is blurred and scrambled for 1d12 hours. |
| **04** | Your bones jellify, reducing your strength to nothing. This effect lasts for 1 day. |
| **05** | After a temporal shift, you come out of the hyperspace jump 1d4 years older. |
| **06–08** | One of your eyes changes colour permanently. |
| **09–11** | Your memory is affected. For 1d12 minutes you don't know who or where you are. |
| **12–14** | A high-pitched hum rings in your ears. You are deafened until you next rest. |
| **15–17** | Your head swells to twice its normal size. It deflates slowly over 24 hours. |
| **18–20** | Your speech slows to four times its normal speed. Your movement is unaffected. |
| **21–23** | You feel very dizzy and have to put your head between your knees for 1 minute. |
| **24–26** | The physical strain leaves you drenched in sweat. |
| **27–29** | A series of upsetting visions flash through your mind in a waking dream, making you frightened for 1d20 minutes. |
| **30–32** | The length of your hair, fingernails and toenails dramatically increases. |
| **33–35** | Your eyebrows don't make the hyperspace jump. |
| **36–38** | You experience loud hiccups for the next 1d6 hours, and everyone around you notices. |
| **39–41** | You experience motion sickness and vomit all over your spacesuit. |
| **42–44** | Whiplash causes you to strain your neck muscles. |
| **45–49** | Blood vessels burst in your nose and ears, causing them to hurt and bleed. |
| **50–100** | You make the jump without issue. That was fun! |

1d100

# ILLNESS AND INJURY

Space travellers face constant threats to their health. Roll on these tables to discover some serious medical conditions that might trouble your crew. Depending on the situation, some might last a day, some for 1d6 days or they could be permanent.

## DISTRESSING ILLNESSES

1. Toxins in your bloodstream make you feel exhausted.
2. Severe motion sickness forces you to move much slower.
3. A painful rash on your fingers restricts your fine motor skills and dexterity.
4. Coughing fits disturb your sleep, making you need twice the normal amount of rest.
5. An alien pox causes pus-filled boils to form on your eyelids.
6. Allergies irritate and inflame your throat. You take damage every time you speak.
7. A stomach virus makes you vomit every 1d10 minutes.
8. You are infected by an alien parasite. Roll on the tables on p.89 to learn more.

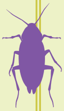
1d8

## GRIEVOUS INJURIES

1. A punctured lung makes it hard to breathe normally.
2. Concussion makes it almost impossible to aim weapons.
3. Any further damage sustained will be even more painful due to bruised and blistered tissue.
4. A torn ligament means your movement is not as agile as it would be normally.
5. Your ability to lift heavy items is restricted by muscle fatigue.
6. The confusion caused by blood loss makes you lash out at your allies.
7. You are deafened because of a ruptured ear drum.
8. One of your limbs has been severed. This could prove to be fatal if not treated urgently.

1d8

# ALIEN PARASITES



## PARASITIC SPECIES

**1.** Mothlike being with bulletproof wings. It lands on the skin and is slowly absorbed into the body.

**2.** Lice with genetically modified, adaptive camouflage abilities, which live undetected in hair.

**3.** Fungal spores that float through the air and are only visible in UV light.

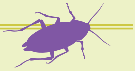
**4.** Thick, muscular, white worm. Its dark-red mouth contains rows of bladelike teeth.

**5.** Shapeshifting alien with reptilian eyes. It enters the body when it bites its prey.

**6.** Microscopic zooplankton. These transparent creatures thrive in stale drinking water.

**7.** Tiny alien mammal. It crawls inside clothing to nest, then burrows into its host to feed.

**8.** Twelve-legged cockroach. Its barbed limbs dig into the skin, allowing it to become easily lodged in tracts or orifices.



1d8

## SYMPTOM PROGRESSION

**1.** A layer of sticky mucus forms on your skin. As it hardens, you slowly turn to stone.

**2.** The parasite increases your production of tears until you are completely dehydrated.

**3.** Your brain provides a nest for the parasite's offspring, which hatch through your nostrils.

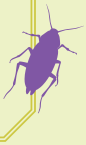
**4.** You are plagued with auditory hallucinations that sound like repetitive, thumping music.

**5.** Your bones are absorbed for nutrients, until you become a wobbling mound of flesh.

**6.** Sharp teeth sprout from your gums, replacing your mouth with the parasite's own.

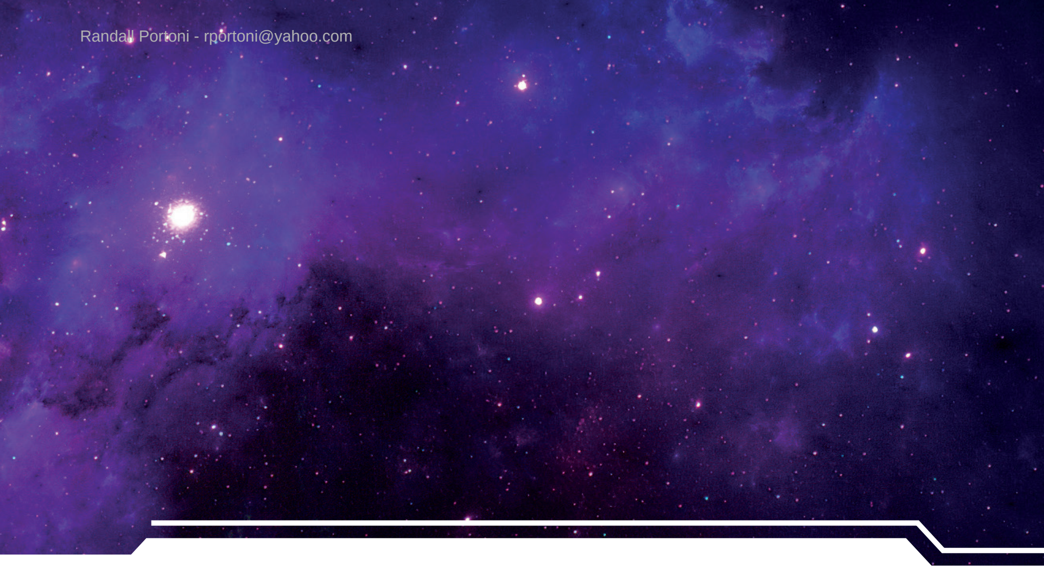
**7.** Your reasoning is affected. You become obsessed with creating a cold environment.

**8.** Intense, involuntary muscle contractions increase in frequency and intensity.



1d8

# ITEMS AND REWARDS



Consider this chapter your campaign’s cargo hold! It is stocked to the brim with ideas for weapons, equipment, historical artefacts and other loot you can gift to your players. Not everything can be trusted though... You’ll also discover tables containing strange chemicals, alien creatures and malfunctioning items.

# HIGH-TECH WEAPONS

## CLOSE-COMBAT GEAR

1. Security truncheon that flashes with hypnotic lights.
2. Cryo-powered battle glove that covers a target in a thick layer of frost.
3. Curving plasma cutlass that also functions as a boomerang.
4. High-frequency handsaw that cuts through metal like butter.
5. Hunting knife with a traceable, ion coating that is transferred to a target when it cuts them.
6. Titanium staff with a bulky neuro-reprogramming signal transmitter on one end.
7. Pair of delicate cyber-pulse gauntlets that can shut down nearby computer systems.
8. Retractable baton with an adaptive, metamaterial grip.
9. Electrified trident; the prongs can also grip and hold foes.
10. Sharp, graphene dagger with a nano-cloaked sheath.

1d10

## LONG-RANGE ARMS

1. Powerful flare gun with a rare, everlasting power core.
2. Triple-barrelled plasma rifle with a deflection shield that protects the weapon and user.
3. Heavy crossbow that fires serrated electrobolts, and has automatic ammunition recall.
4. Sniper rifle that fires memory drives to harness faraway data.
5. Element cannon that can belch beams of extreme cold or heat.
6. Pair of hovering, telepathically controlled laser blasters.
7. Custom-painted carbine that shoots antimatter rounds.
8. Lightweight machine gun with sonic mufflers to fire completely silent rounds.
9. Cryorevolver with sharp and untraceable ice bullets.
10. Wrist-mounted grenade launcher; its projectiles explode with blinding light.

1d10

# ADVANCED ARMOUR

## TERRESTRIAL THREADS

1. High-neck, blue overalls with a pickpocket chip for drawing credits from passers-by.
2. Monochrome flight suit fitted with brass hologoggles that can identify any life form.
3. Grey tracksuit with a neon pink trim and matching x-ray visor.
4. Khaki military jacket; the crest contains a tracking beacon.
5. Silk robes with an inner pouch linked to a pocket dimension.
6. Smart, purple tie fitted with a universal translator pin.
7. Leather scavenger gloves that act as metal detectors in the presence of precious minerals.
8. Linen jumpsuit and slippers that totally silence movement.
9. Hooded sweater with audio sensors; can tune into chatter up to 100 feet away.
10. Tailored uniform coat with bulletproof nanotech lining.

1d10

## LIFE-SUPPORT SUITS

1. Lightweight all-in-one with two hulking pauldrons that detach to form small drones.
2. Sand-coloured spacesuit with a filtration system that makes any atmosphere breathable.
3. Blue flight suit that stores and discharges static energy.
4. Suit coated in metallic scales that make the wearer invisible.
5. Hardwearing red suit; able to withstand extreme pressure.
6. Silver jumpsuit lined with medical tubing that delivers a restorative tonic to the wearer.
7. Glittering, gold life jacket; an attached whistle activates a small sonic forcefield.
8. Faded, navy suit personalised with tech-jamming patches.
9. Biohazard suit with a personal size manipulation matrix.
10. Iridescent, rainbow suit with propulsion jets on its boots.

1d10

# ONBOARD OBJECTS

## STORAGE CRATE CONTENTS

1. Small notebook containing ink portraits of the ship's crew.
2. Half-empty box of a popular, brightly coloured kids' cereal that is full of artificial flavours.
3. Dog-eared instructions for the kitchen's temperamental toasted sandwich maker.
4. Handwritten draft of a high fantasy novel, which heavily plagiarises a recent bestseller.
5. Pink, fluffy neck pillow in the shape of a weasel-like animal from a distant planet.
6. Soft, leather pouch holding an eight-piece collection of embossed, silver cutlery.
7. Thick, woollen, thermal gloves with fraying fingertips and worn palms.
8. Basic digital dictionary that translates between a common language and a rare one.
9. Small vial of travel-sickness tablets, with only three green pills remaining.
10. Packet containing an emergency foil blanket for the coldest of climates.
11. Pack of neon-blue powder for water purification, packaged in a cardboard sleeve.
12. Small, alien plant in a pretty purple pot; it requires a cool place to survive.
13. Mouldy, bacon-filled bagel from a cheap, intergalactic fast-food chain.
14. Two packs of six emergency flares; each disperses a different colour of smoke.
15. Scratched loyalty card for a trusted chain of computer and technology stores.
16. A coil of spare wiring from the ship's primary console, labelled 'DO NOT REMOVE'.
17. Unopened roll of slate-grey bandages coated with a thin film of antiseptic gel.
18. Fold-up, travel edition of a famous board game; all the dice and pieces are present.
19. Serrated utility knife with an engraved, dark wood handle.
20. Miniature karaoke machine; the most up-to-date song featured is four decades old.

1d20

## HIGH-END CABIN GEAR

1. Prototype oxygen tank; it is the same size as a normal tank, but has triple the capacity.
2. Scout drone with an upbeat AI system that cheerfully reports every tiny detail it detects.
3. Advanced auto-pilot software module, capable of making swift defensive manoeuvres.
4. Flight seat that tracks blood pressure and applies massage settings in times of stress.
5. Fold-out mechanic's workshop, complete with a bench and simple tool rack.
6. Portable mass spectrometer that can give an immediate ID of almost any substance.
7. Box of luxurious, high-end rations curated by a selection of the finest gastronomic scientists in the universe.
8. Sound chip that plays a series of chimes that sends anyone that hears it into a deep sleep.
9. Modified gaming controller and dashboard button that allow for remote piloting of drones and simple vehicles.
10. Medical-grade chronopod that can keep any injured creature in stasis for a week.
11. Anti-gravity keyring that reduces the weight of any item clipped to it.
12. Easy-to-fit shield generator component that increases a ship's defence capabilities.
13. Flashlight that changes colour to indicate toxic atmospheric elements.
14. Super-lightweight spacesuit that enables unencumbered movement on spacewalks.
15. Weapons replicator that can produce small firearms and assorted ammunition in a range of materials.
16. Stealth jetpack that provides propulsion with zero light or sound output.
17. Glasses that can record and replicate any retinal pattern that they can scan.
18. Drinks machine with a near infinite range of soda, coffee, juice and milkshake options.
19. Fitness equipment including a stationary light-cycle, an aqua-treadmill and a robotic personal trainer.
20. Sleeping bag linked to a streaming service that offers movies, music and dreams.

1d20

# TECHNICAL ISSUES

Have you inadvertently equipped your crew with overpowered items that make balancing an encounter almost impossible? These malfunctions and limitations are here to help level the playing field.

## MINOR FAULTS

1. When in use, the item emits a high-pitched whine.
2. If you roll low when using this item, a software update stops you using it for 1d6 hours.
3. You must pay a high monthly subscription to continue using this item's core features.
4. Fraying wires cause sparks. Take 1 point of damage each time the item is used.
5. The power cell is depleted. The frequency with which the item can be used is reduced.
6. You have to hit the item to make it work. If you deliver a critical hit, the item breaks.
7. Using the item lowers your armour's shield capabilities.
8. Your location is uploaded to social media each time the item is used.

1d8

## SYSTEM FAILURES

1. A new model is released; future attempts to use this item are made very difficult.
2. The item drains power from an item belonging to an ally, giving them a disadvantage.
3. Using this item unleashes an electric shock that stuns you.
4. Acidic solvents leak inside the item each time it is used, causing it lasting damage.
5. You cannot move when using this item due to its instability.
6. You must make a save to avoid stress when using this item, due to its unintuitive design.
7. The item's source code is corrupted. It fails on 50% of attempted uses.
8. You must make a save to avoid being poisoned by the toxic gas that the item produces.

1d8

# KNOCK-OFF GOODS

Throw your players a curve ball with one of these misleading objects. Perfect for 'rewarding' a low roll when the party is exploring a scrap heap, cargo ship or market stall, these items are sure to inspire some funny tabletop moments.

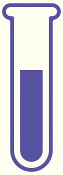
## FAKES AND FRAUDS

1. What looks like a ray gun is missing part of its label; this blu-ray gun reformats data, so it can only be read using a vintage blu-ray player.
2. A lightweight, emergency oxygen tank turns out to be a can of oxygen tan, famed for giving a sun-kissed glow with its easy aerosol applicator.
3. Highly advanced telescope designed for professional astrophotographers, which has been retrofitted as a colourful children's kaleidoscope.
4. The Kitchen-Sync Bot was designed to manage all food preparation chores. A coding error means it smashes dishes instead of washing them.
5. This faulty water filtration device removes all drinkable water from a liquid, leaving only the impurities behind.
6. Portable polygraph machine, which has been recalibrated to detect sarcasm instead of lies. In fact, it can't detect either.
7. Low-budget, mini escape pod. It is only 3 foot square in size, and essential life-support systems only have enough charge to last 1 hour.
8. An MP3 player advertised as having a thousand-year battery life. The small print explains that batteries are not included in the purchase.
9. Food replicator that can perfectly reproduce the smell, texture and appearance of any food, but is unable to add flavour or nutrients.
10. The Hooverbike functions as an outdoor vacuum cleaner with the look of a stylish, modern hoverbike.
11. VR headset; in this case VR stands for Voice Regulator. When wearing it, the user speaks in a perfect monotone.
12. Medscanner sponsored by a company that synthesises obscure plant extracts. The device prescribes the brand's essential oils for any ailment.

1d12

# CHEMICALS AND SERUMS

Did your players read the small print on that vial of odd liquid before they drank or touched it? Of course not. Roll on these tables of serums and side-effects to teach them to consume chemicals more cautiously in the future.



## APPEARANCE

**1.** Thick, like amber tree sap.
**2.** Blood-red and lumpy.
**3.** Clear, but pearlescent.
**4.** Black, runny ooze.
**5.** Thin and bright pink.
**6.** Gelatinous, grey mass.
**7.** Looks like white paint.
**8.** Frothy, golden and clear.
**9.** Inky-blue and slimy.
**10.** Indigo, opaque gel.

1d10

## FEATURE

**1.** Gives off a shifting red mist.
**2.** State and volume fluctuate.
**3.** Foams when oxidised.
**4.** Only visible in UV light.
**5.** Leaves a vivid, purple stain.
**6.** Vibrates at a high frequency.
**7.** Absorbs light surrounding it.
**8.** Flows against gravity.
**9.** Changes colour at random.
**10.** Has a strong, noxious smell.

1d10

## INTENDED USE

**1.** Boost energy levels.
**2.** Coagulate blood.
**3.** Relieve pain.
**4.** Increase muscle strength.
**5.** Alter physical appearance.
**6.** Improve reaction speeds.
**7.** Reduce mental stress.
**8.** Reverse visible aging.
**9.** Enhance intellect.
**10.** Regrow missing bones.
**11.** Suppress memories.
**12.** Aid restful sleep.

1d12

## STORAGE

**1.** Stainless-steel flask.
**2.** Corked, opaque green bottle.
**3.** Cryo-controlled sphere.
**4.** Pneumatically sealed box.
**5.** Carton with hazard markings.
**6.** Bubble-wrapped test tube.
**7.** Plastic, IV fluid bag.
**8.** Ornate, crystal-cut carafe.
**9.** Round, flexible rubber pouch.
**10.** Lead-lined crate.
**11.** Recycled, soldered soda can.
**12.** Syringe with a long needle.

1d12

## INGESTION SIDE-EFFECTS

1. Your sense of balance is disrupted for 1d12 hours.
2. Pus-filled, orange spots appear on your face, armpits and behind your knees.
3. Your fingers produce mucus, which causes them to stick together, and to other items.
4. Your eyes glaze over and dancing, rainbow-patterned lights cloud your vision.
5. Your vocal chords are inflamed, causing you to talk in a quiet, raspy voice that others have trouble understanding.
6. You are disturbed by vivid, horrific nightmares for 1d20 days, and struggle to sleep.
7. Time seems to speed up around you, slowing your reaction times. Others see you moving sluggishly.
8. A scaly, green, painful rash appears on your hands and feet. The more you scratch it, the more it sheds and flakes.
9. Your eyebrow hair falls out; it then grows back in a different colour over the next 1d6 days.
10. Random mood swings cause you to laugh or cry uncontrollably with no clear trigger or reason.
11. You grow an extra toe on each of your feet, and two extra fingers on each of your hands.
12. You are plagued with tiredness, and are likely to fall asleep mid-sentence.
13. You develop an immediate allergy to your favourite food.
14. The strain upon your nervous system is immense, and your stress levels are elevated.
15. You suffer painful hiccups, and cannot get rid of them.
16. Your muscles begin to wither before your eyes, causing your strength to decrease.
17. With your neural processes scrambled, you verbally recite binary sequences for the next 1d12 hours.
18. An unkempt projection of yourself appears nearby; they are extremely excited to meet you.
19. You are unable to say anything but the absolute truth for 2d4 hours. Then, you can only lie for the following 2d4 hours.
20. You instantly double in size, then slowly shrink back down to your original size over the next 1d6 days.

1d20

# MYSTERIOUS FLORA

## THIS PLANT...

**1.** can walk on its roots.
**2.** is an edible delicacy.
**3.** can be used in medicine.
**4.** is considered sacred.
**5.** lets off a bright glow.
**6.** slowly digests creatures.
**7.** audibly shrieks at night.
**8.** grows in any environment.
**9.** is red-hot to the touch.
**10.** has a distinctive scent.
**11.** only blooms once.
**12.** is incredibly poisonous.

1d12

## ITS STEM...

**1.** is made from thick bark.
**2.** grows in a twisting corkscrew.
**3.** cannot bear its own weight.
**4.** grows at sharp right angles.
**5.** looks like a slithering snake.
**6.** shudders and vibrates.
**7.** is long, thin and fragile.
**8.** bleeds when cut.
**9.** is covered in sharp thorns.
**10.** contains delicious sap.
**11.** is wider than it is long.
**12.** seems to be unbreakable.

1d12

## ITS LEAVES ARE...

**1.** blue and serrated.
**2.** shaped like large hearts.
**3.** rough and full of veins.
**4.** purple with yellow flecks.
**5.** like hanging pieces of silk.
**6.** minuscule, but numerous.
**7.** lime-green and octagonal.
**8.** covered in tiny insects.
**9.** thin and oddly metallic.
**10.** sparse and decaying.
**11.** round, hollow balls.
**12.** coated in sticky acid.

1d12

## ITS FRUIT IS...

**1.** pink and covered in bristles.
**2.** similar to hard candy.
**3.** reminiscent of a large eye.
**4.** full of acrid-smelling ooze.
**5.** highly moreish.
**6.** used as nests by insects.
**7.** covered in vibrant pigments.
**8.** a popular drink flavouring.
**9.** dry and hollow.
**10.** black, and soft like velvet.
**11.** very light, despite its size.
**12.** rare and extremely valuable.

1d12

# ALIEN FAUNA

## SIZE AND BUILD

| | |
|---|---|
| **1.** Tiny and | **1.** delicate. |
| **2.** Small and | **2.** lean. |
| **3.** Large and | **3.** muscular. |
| **4.** Giant and | **4.** blubbery. |

2d4

## MOVEMENT

**1.** Slithers on its stomach.
**2.** Swims with 1d6 fins.
**3.** Walks on 1d8 legs.
**4.** Flies with 2d4 wings.

1d4

## GROUP SIZE

**1.** Swarm of 5d10 creatures.
**2.** Group of 3d8 creatures.
**3.** Pack of 2d4 creatures.
**4.** Generally found alone.

1d4

## MAIN DIET

**1.** Nectar and pollen.
**2.** The meat of other creatures.
**3.** Plants, berries and fruit.
**4.** Whatever it can scavenge.

1d4

## NOTABLE FEATURE

**1.** Frills around its face.
**2.** Dense, shaggy fur.
**3.** Bright-yellow feathers.
**4.** Scales dripping with slime.
**5.** Expanding throat pouch.
**6.** Jaw that splits in two.
**7.** Bony hump on its back.
**8.** Huge, black eyes.
**9.** Elongated, sloppy tongue.
**10.** Telescopic neck.
**11.** Droopy, wrinkled trunk.
**12.** Bulbous brain sac.

1d12

## NATURAL DEFENCE

**1.** Camouflage stripes.
**2.** Razorlike claws.
**3.** Sharp spines.
**4.** Long, chipped tusks.
**5.** Spits corrosive venom.
**6.** Expert climber.
**7.** Pointy, serrated beak.
**8.** Deafening howl.
**9.** Lengthy front teeth.
**10.** Breathes fire.
**11.** Oddly shaped antlers.
**12.** Light-up lure on its head.

1d12

# HISTORICAL ARTEFACTS

## RELICS FROM ANCIENT CIVILISATIONS

**1.** Small compact mirror in the shape of an insect's eye; the case is studded with gems.

**2.** Heavy, barbed trap; green, acidic residue is crusted on the device's jaw pieces.

**3.** Book of laws and customs from a long-dead civilisation that lived in a distant sector.

**4.** Handmade, metal chestplate armour, covered in scratches and heavy dents.

**5.** Wooden bowl engraved with two names, a heart and a date from many centuries ago.

**6.** Translucent resin mask; the design resembles an extinct creature with three eyes.

**7.** Tattered flag with the emblem of a weapons manufacturer.

**8.** Small, amber statuette of twin figures; one holds a sword, the other holds a telescope.

**9.** A coffin-shaped chest containing a lute and sheet music for a funeral lament.

**10.** Glass tablet; complex mathematical formulas are scratched into the surface.

**11.** Sketch of an early flying ship, nailed to a broken wooden rudder.

**12.** Crystal prism; the sparkling remnants of a dying star are preserved inside.

**13.** Oil painting depicting a tyrannical ruler; the canvas has been slashed in half.

**14.** Polished, stone disc; deep, geometric grooves suggest that it is a key.

**15.** One-eyed fish with tiny teeth, preserved in a jar filled with murky fluid.

**16.** Map of the night sky stitched on a huge silk sheet. The constellations are unfamiliar.

**17.** Ornate diadem worn by a ruler who wrongly believed it repelled psionic attacks.

**18.** Multilayered monocle; runic symbols flicker across the cracked lens.

**19.** Silver bangle inscribed with a naval crest and ID number.

**20.** Woven poncho, featuring geometric designs that relate to different elements.

1d20

# HISTORY OF THE FUTURE

If your sci-fi story is set in a futuristic world, your characters will probably have a different understanding of 'history' to your modern-day players. Describing items that we would consider normal or futuristic as historical relics can remind everyone how different your fictional world is.

## 21ST-CENTURY CURIOSITIES

1. Cheerful ceramic pig. Its hollow interior contains defunct metal currency.
2. Brick-sized, primitive comms device with an antenna.
3. Cardboard box full of wooden sticks with flammable tips.
4. Retro spacesuit made out of aluminium-coated nylon.
5. Black, vinyl disc with spiralling grooves on both sides.
6. Playing cards with images of monarchs and royal symbols.
7. Electronic box that heats sliced food, then ejects it.
8. Clogs made from a waterproof material, but full of holes.
9. Square, flexible plastic data disk with round metal centre.
10. Chunky, square camera that produces a blurry image on self-developing film.

1d10

## FUTURISTIC FADS

1. Visor that applies cartoon filters to your face in real time.
2. Augmented reality toy that projects a kitten into your lap.
3. 'Smellovision' that broadcasts aromas into your home.
4. Fold-out map that adjusts to show you at the centre.
5. Earplugs that release neural waves to stop annoying songs getting stuck in your head.
6. Clock with a snooze button that places you in a five minute-long temporal loop.
7. Mirror that shows you in a variety of clothing options.
8. Throat patch that makes you sound like a famous celebrity.
9. Umbrella that flashes when rain is due within twelve hours.
10. Collar that translates dog barks into human speech.

1d10

# BLACK MARKET ITEMS

## OFF-THE-RECORD GOODS

**1.** Ingot of highly radioactive, zeta-wave uranium.

**2.** Yellow-and-black fur coat made from the hair of 200,000 bumblebees.

**3.** Pristine fossil of a long-extinct lizard, presented in a museum display case.

**4.** Medical-grade earplugs that allow neural interference in the wearer's dreams.

**5.** Collection of credit notes that feature the face of a monarch who renounced their throne.

**6.** Holographic tapes of a corporate CEO making illegal deals with their competitors.

**7.** Datapad containing the lost diary of influential architect Vanquis van Norton.

**8.** Mapped DNA sequence of a gene-spliced abomination created in a secret lab.

**9.** Personal teleporter prototype created by the now defunct Galaxy Industries Ltd.

**10.** Hyper-volatile argon bomb stored in a dense, lead crate with repulsion shields.

**11.** Food replicator that has been illegally modified to function as a credit replicator.

**12.** Incubating egg taken from an endangered creature's nest.

**13.** Shiny, super-rare collectable from a children's trading card game; stored in a perspex box.

**14.** Assassin protocol chip that upgrades a droid's settings to include deadly initiatives.

**15.** Metal cannister of antimatter that was harvested on the outskirts of known space.

**16.** Set of master keys that provide entry into the galactic senate's head office.

**17.** Near-perfect, 3D-printed replica of a unique necklace made by a famous jeweller.

**18.** Functioning brain connected to electrodes and oxygen; it floats in a glass jar.

**19.** Bags of shredded memos stolen from the office of a planetary president.

**20.** Box of expensive, cryo-frozen steaks and other illegally imported ingredients.

1d20

# DOCUMENTS AND DATA

Your players have just hacked into a computer terminal, but what do they find? Roll on the table below to fill your universe's databases and datapads, so you can reward prying eyes with hidden knowledge.

## ENCRYPTED INFORMATION

1. Spreadsheet documenting a merchant's personal finances.
2. Lyrics of a pop star's upcoming single, plus the sheet music and notes from their manager.
3. List of calls made in the last 24 hours to an emergency-service operations room.
4. Schematics of a new, deadly super-weapon, commissioned by a government agency.
5. 20% discount codes for a local hydrobowling alley.
6. Password bank belonging to an admiral of the galactic fleet.
7. Training manual for an alien hound, containing audio files of whistles and reference gifs.
8. Secret recipe for a galactic fast-food chain's burgers; it includes an illegal ingredient.
9. Concepts for next year's must-have spacecraft model, codename: 'jitterbug'.
10. Film archive belonging to a prolific movie studio; contains all their past motion pictures.
11. Scientific journal that documents the discovery of a new noble gas.
12. Folder of conspiracy theories about corporation owners.
13. Link to an invitation-only, pre-order store that lists custom superhero figurines.
14. Codes that deactivate the armed portion of the Galactic Bank's mega-vault.
15. Login details for 117 users of a celebrity social media app.
16. Backdoor access to the crypto wallet of an exceedingly wealthy financial influencer.
17. Security blueprints for a vast nuclear power plant.
18. Itineraries and flight plans for high-ranking military officers and command staff.
19. Eyewitness accounts of a new alien race; each witness is currently noted as missing.
20. Undetectable cheat codes for many of the galaxy's largest esports gaming titles.

1d20

# STOLEN LOOT

## PICK-POCKET FINDS

1. Shiny gold keycard that appears to be for a luxury hotel penthouse.
2. Chips of a shattered, green gem that are warm to the touch, wrapped in velvet.
3. Unopened packet of quirky, dinosaur-themed crisps in 'Stegosaurus Spice' flavour.
4. Passcode-locked cellphone with over 100 missed calls from an unknown number.
5. Rattling pot of unlabelled vitamins and nutrient capsules, years out of date.
6. Neon-pink ball, messily autographed by a star player from a popular sports team.
7. Sleek, black earbuds tuned to an obscure pirate radio station.
8. Set of digital keys attached to an ID tag; both hang off a blue, corporate lanyard.
9. Crumpled fast-food bag, with disposable chopsticks, sauce sachets and napkin inside.
10. Business card taken from a sleazy, high-rise holiday resort on a nearby planet.
11. Moth-eaten, leather purse holding a handful of credits and food ration tokens.
12. Sealed envelope containing four VIP tickets to a local karaoke-bingo night.
13. Titanium bangle that gives off a sulphuric smell and a slight electric shock.
14. Handheld detonator; a light on top is flashing red and the trigger is engaged.
15. Glittery, purple dispenser filled with fruity bubblegum sweets that glow in the dark.
16. Lottery ticket for a draw in the next 24 hours; the jackpot is due to be huge.
17. Wallet stuffed with valuable credits and receipts from a nearby megamall.
18. Scratched floppy disk with 'MORTAL' written in red, dripping ink.
19. Device playing a holographic distress call on a loop.
20. Portable storage drive containing a highly destructive computer virus.

1d20

## BACKPACK CONTENTS

1. Satchel of modified rifle ammo; each bullet is marked with orange, red or blue tape.
2. Pair of bulky, red boots with magnetic fastenings.
3. Megaphone with integrated voice-altering software, painted with rebel symbols.
4. Alien skull; intricately carved by a laser to decorate it with dense, geometric patterns.
5. Roll-out case of graffiti-art stencils and paints, stained with vibrant pigments.
6. Fingerless, white leather gloves with silver spikes on each knuckle.
7. Chunky grey datacube; a display warning states the downloads folder is full.
8. Holographic blueprints for a prototype stealth battle mech.
9. Battered tub of exquisitely crafted miniatures for a popular tabletop game.
10. License plate for a corporate transport vehicle.
11. Black, nylon satchel containing baby food.
12. Sharp, titanium briefcase; its fingerprint lock is intact but badly dented and scratched.
13. Graphite sketch of an erupting volcano in a red, pocket-sized picture frame.
14. Brown, fizzy soda; its bottle is cracked and dripping.
15. Fluffy, pink plush toy of an alien creature, wearing an 'I Love You' t-shirt.
16. Buzzing communications relay mounted onto a sturdy travel harness.
17. Leatherbound binder fit to bursting with ragged, hastily folded photocopies.
18. Ostentatious, neon-orange puffer jacket covered in wires and interface ports.
19. Bulletproof vest with law enforcement insignia.
20. Yellow-and-white striped hoverskates, with matching helmet and gloves.

1d20

## UNEXPECTED BONUSES

Are your players a resourceful bunch who never miss a chance to 'borrow' from their foes? Rewarding characters with a handful of credits is nice, but throwing in one of these more unusual items will add interest and intrigue to their finds. Who said crime doesn't pay?

# VAULT CONTENTS

## LOCK MECHANISM

1. Fingerprint reader.
2. Iris scanner.
3. Seven-digit code.
4. Heartbeat analyser.
5. Voice recognition.
6. Controlled by an app.
7. Magnetic deadbolt.
8. Thick, heavy chains.

1d8

## DETERRENTS

1. Increasing temperature.
2. Carnivorous creature.
3. Laserbeam maze.
4. Security droids.
5. Trapdoors in flooring.
6. Antigravity field.
7. Decreasing oxygen.
8. Mounted gun turrets.

1d8

## VALUABLE HOARDS

1. Dust. It appears the safe was recently emptied of its riches.
2. Collection of oil paintings in heavy, gilded frames; each one is a masterpiece.
3. Memorabilia, props and realistic animatronics from several cult classic movies.
4. Steel cases holding conceptual blasters, with signed military registration documents.
5. Strands of hair and other DNA samples taken from creatures that are now extinct.
6. Fist-sized diamond that is sacred to a religious group; it went missing millennia ago.
7. Unfiled patent applications for revolutionary pieces of navigation technology.
8. Heavy, brass sculptures depicting the faces of notorious political leaders.
9. Stack of solid gold ingots that totally fills the space.
10. Vials of a purple serum that was rumoured to give its subjects psionic powers.
11. One million credits' worth of small bill banknotes with untraceable serial numbers.
12. Bulletproof bodysuits with state-of-the-art invisibility camouflage panels.

1d12

# EXTRA REWARDS

Sometimes your crew will pull off a mission so daring and heroic that they deserve a prize that credits simply can't buy. This table is packed with ideas for rewards that a quest giver could grant the party for a job well done.

## TOKENS OF GRATITUDE

1. VIP passes to a wildly popular boy band's sold-out tour.
2. Plasma blaster that belonged to a famous war hero.
3. Intergalactic crime pardon; dated to cover transgressions that occur in the next month.
4. Reservation for an elaborate 17-course tasting menu at a highly rated restaurant.
5. Weekend rental of a luxury space yacht with its own crew of pilots, chefs and masseurs.
6. Tickets to a sporting final, where the halftime show will celebrate your heroic actions.
7. Five-star review on a website that rates heroes' work.
8. ID cards that give your crew access to unregulated diplomatic hyperspace routes.
9. Medals and titles normally reserved for royalty and other aristocratic heads of state.
10. Comms device with a direct connection to a senior law enforcement official.
11. Cameo appearance in the sixteenth instalment of a popular movie franchise.
12. Limitless gift card for use in a fast-food pizza chain and their vending machines.
13. Your newly formed fan club create a social media dance trend named in your honour.
14. Hand-tied posy of vibrant, alien wildflowers.
15. Night's stay in a penthouse hotel suite with breathtaking views of a nearby supernova.
16. Video montage featuring thank you messages from everyone you have helped.
17. Home-cooked meal of three local delicacies.
18. Caricature of your crew, painted by an enthusiastic, amateur artist.
19. Sponsorship from a brand who manufacturers hugely popular sneakers.
20. Voting rights within an influential council chamber.

1d20

# A SPECIAL THANKS TO OUR EARLY SUPPORTERS

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